

NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

TEKKEN 3

SLAMMING REVIEW

BUMPER ISSUE INCLUDES:
 Half-Life Preview
 Heretic 2 Preview
 Hardware Hype
 Tips & Cheats Galore
 Mega PC Reviews
 Mega PSX Reviews
 + Much Much More

EXCLUSIVE
 SIN
 POSTER



CREATIVE LABS
 SUPREME PERFORMER

CARMAGEDDON II

CRUNCHING PREVIEW

Microsoft COMBAT FLIGHT SIMULATOR WWII EUROPE SERIES

EXCLUSIVE FIRST LOOK:
 G-FORCE PREVIEW



IF COVER CD IS MISSING
 ASK YOUR NEWSAGENT

WAR ZONE

PINNING
 REVIEW



South Africa R18.95



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13

CONTENTS



REVIEWS Under Fire

PC

38	Creatures 2	Life Simulation
40	Dune 2000	Real Time Strategy
42	Urban Assault	1st Person Strategy Action
44	Tiger Woods 99	Golf Simulation
46	Starship Titanic	Adventure
50	Total Air War	Combat Flight Simulation
52	Need for Speed 3	Arcade Racing
54	Cyberstorm 2	Real Time Strategy
56	KKND 2	Real Time Strategy
58	Quake 2: Ground Zero	Quake Add-On
60	Warlords 3	Turn Based Strategy

SONY PLAYSTATION

64	The Fifth Element	3rd Person Action
66	Assault	Side Scrolling Action
68	Tekken 3	Fighting Action
70	Tombi	Platform / RPG
72	N2O	Action Shooter
74	Bomberman World	Arcade Action
76	WWF Warzone	Wrestling Action
78	Fluid	Interactive Music

Preview Under Construction

PC

26	Half-Life	1st Person Action Adv
28	Carmageddon 2	Driving Action
30	Heretic 2	3rd Person Action
34	Combat Flight Sim 98	WW2 Flight
36	EA Sports Roundup	Sports

PlayStation

62	International Superstar Soccer Pro 98	Soccer Sim
----	---------------------------------------	------------

HARDWARE HYPE

Page 80	Creative Riva TNT
Page 81	Eraser Light Gun
Page 81	Microsoft Precision Pro
Page 81	Microsoft Freestyle Pro

DEPARTMENTS

EDITOR'S NOTE page 6

THE WEB page 8

New South African Gaming Web Site.

TOP TEN page 10

You vote on our South African PC and Playstation TopTen.

BITS AND BYTES page 12 - 17

The hottest gaming related news off the press.

ARCHIVES page 22

We look back in time to where gaming began. Part 2

BACKCHAT page 18 - 20

You beg, plead, harass and slate us with your letters.

THE DEMO SCENE page 24

Written by Paul Furber, Part 4.

MULTIPLAYER MAYHEM page 82

Online Gaming brought closer to our shores.

CLUELESS page 84 - 90

5 full pages of PlayStation and PC cheats

THE END page 94

CARMAGEDDON II

CARPOCALYPSE NOW
DRIVE SAFELY

Spineless maniacs revenge!

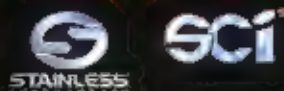
- 40 New cars - improved physics (7 redesigned favourites) with opening doors & bending bodyworks
- 30 New tracks + 10 mission levels
- 10 All new smashable environments
- Over 150 pedestrian types - power ups include: groovin', drunk, helium and more!
- Loads of new weapons & power ups - mines, spiked ball & chain, repulsificator etc!
- 8 different in-game action tracking cameras for saveable action replays for internet posting

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Nov. '98

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Microsoft direct 3d as standard. Supports 3d fx, voodoo 1 & 2 and other graphics cards to be announced



ED's Note

Hello Gamers

I'm sure all our dedicated New Age Gaming readers are wondering what happened to our October issue. Well it's pretty simple, we needed time. We listened to what you the reader wanted and after analysing the multitude of letters complaining about the lateness of our release date into the distribution channels, we decided to change the release date. Most of the letters wanted an early monthly issue giving the MAG a full month shelf life. The only way to change the release date was to either work three week issues for a few months or to miss the 13 days. We obviously opted for the later and hope that the bulk of the readers are happy with the change. But that's not the only change. We have also had sleepless nights because of all the readers crying for a CoverCD. So as usual the NAG team sat down and finally decided that we would produce a CoverCD (PC Only) come hell or high water on a monthly basis. I hope that our first venture into these uncharted waters are up to the standards that we love to set. The CD is packed with everything we could get our crummy paws on. Please let us know what you think, with this we will grow the service with your advice. But that's not all. We have bumped our issue up to 96 pages of South African 'local is lekker' info and news. We are now finally being supported by the entire spectrum of local distributors and hope that our standards are rising to the respectable levels of the gaming industry (hey, you have to start somewhere).

We have been getting letters for more gaming previews, so we crammed in some of the up and coming titles that are already starting to make waves in the market. If you haven't heard of Half-Life, check out the Preview by RedTide on pages 26 - 27, this game rocks.

I had an easy choice of products for my monthly awards, but the Game of the Month Tekken 3 is a true champion of its genre. I can only say that playing it is the only way to experience true quality, especially if you can whack your Assistant Editor around more often than not. Our Hardware Hype section is peppered with awards, as three of the devices walked away with my seal of approval. Creative Labs continue their great run of fine products this year with the Riva TNT. I have made a note to strip the Technical Department down until I find the card, it has mysteriously disappeared. I have a strong suspicion that DarkSkies is sporting a speedier graphic card somehow. Not possible, especially not on his earnings. Then we finally have the almighty Microsoft peripherals that are steaming up the town, they might battle with operating systems but they can sure make gaming devices.

We are now entering the boom period of the industry. Developers are gearing up for the pre-christmas rush. From what can be made out we are in for some disappointments with a few of the AAA products battling to make their release dates. I anticipate a very busy January because of the overflow of missed release dates in December. NAG will be there every step of the way to bring you up to date news and reviews, meaning we will be working away over Christmas (goah, I love this job).

There is a wealth of titles coming in over the next month, so make sure you buy wisely. The only distributor in South Africa trying to keep games under the R300.00 mark is Electronic Arts Africa if you go by the RRP in the Reviews Under Fire Section. I hope that the other players will follow suite soon to try and stabilise the pricing.

That's it for this month. See Ya in December. GAME AWAY.

The Ed

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Recently one of South Africa's better known online personalities, Ziv Unger, launched a complete gaming website that is comparable to International standards, called South African Gaming at www.sagaming.co.za. Ziv is better known for his long running Quake II site which use to be at www.quake2.co.za. It was the best Quake II site in South Africa and informed all us Quakers of news for more than a year. Sad to say the Quake II site is now history to make way for the new all-round computer gaming site. Ziv has broadened his vision and is set to show that we can be just as innovative as the Americans or Europeans.

To undertake such an enormous undertaking requires a lot of manpower and planning. It's amazing to think that the whole site is designed, updated and maintained by just three people, namely Ziv, Aragon and Matthew. There are currently more people wanting to join the team and everyone has expressed their readiness to help out if necessary. Gamers should be thankful that these guys are bringing online game sites into the mainstream in South Africa. I foresee a future where there will not be a handful of good gaming sites in South Africa but dozens. In the end it will be the gamer that benefits from the competitiveness.

Ziv states their objective - "In a nutshell, the main aim of the site is to cover everything gaming related, and bring the South African Gaming community, which seems to be lagging behind the rest of the world, up to speed. We feel if more people have a service to help them keep track of the latest news, then more people will become interested and involved, and get other people interested, etc. so that eventually the gaming community can expand to the point of being a sizeable part of the population, like it is in the USA."

Comparable to International content, the SA Gaming site will bring up to date information to the public in the form of news, previews and reviews. There is also the multiplayer server list of online servers in South Africa. It started back when the Quake site went live and has grown to become the

South African Gaming

www.sagaming.co.za

Online Gaming Web Site hits South African Shores. Finally!

first choice when looking for a fragfest. Besides all the articles and news items SA Gaming also makes patches, demos and drivers available to the public using local bandwidth. Even though the section is currently small with few entries, it will grow to become a full-fledged download service for us gamers. This means that we can look forward to transfer rates comparable to those that the dialup users in the states are enjoying. No more 300 bytes/sec and download times of 20 hours for a 50 MB demo.

There is one section of the site that puzzles me though, the MP3 section. MP3 is an MPEG 1 Layer 3 audio format used for saving sound at a 10th of the size while maintaining decent quality. Currently the format is only used for saving songs from CD onto your computer

and has not been used by the games industry yet. In the future it might become a standard for storing audio in games but currently it is mostly used for pirating music tracks of CDs.

There are currently sections dedicated to Quake and StarCraft, which features title specific content.

An example of the dedication that Ziv and his team put into their site can be seen in the StarCraft section. SA Gaming is one of 25 sites worldwide that has received the BroodWar expansion for StarCraft, and is busy BETA testing the product. They are reporting all the features to the public and doing articles to inform us, the end-user, of what type of product it will be. With continued efforts like these SA Gaming is sure to place and turn some heads in the process. It is about time that we can boast about our local sites and visit them regularly instead of going to all the International sites for information.

Everyone here at NAG is rooting for Ziv and his team, as should you. Although we use two different mediums we have the same objective - grow the South African market and make the gamer aware of their choices.

South African Gaming
Computing News
Tuesday, 20 October 1998

News

Oracle launches software company
Oracle, the makers of the Causapex gaming, launched a separate company dedicated to developing applications for the Windows CE platform. Oracle opened business yesterday with the release of three software packages for the PPC, CSI Project, CSI Outliner, and CSI PowerPack. More information [here](#).

HP aims for no.1
Hewlett-Packard today released three new consumer PCs, including a Celeron 333 system for under \$1000. Their plan is to overthrow Compaq from being the number 1 maker of home computers. Full article [here](#).

Oracle adopts user friendly interface
Oracle has released one of the main reasons for Microsoft's general success in the industry and, as a result, have added extensive features into its Oracle BI database series to minimize the time and expense needed to install, configure, and manage the software. More information [here](#).

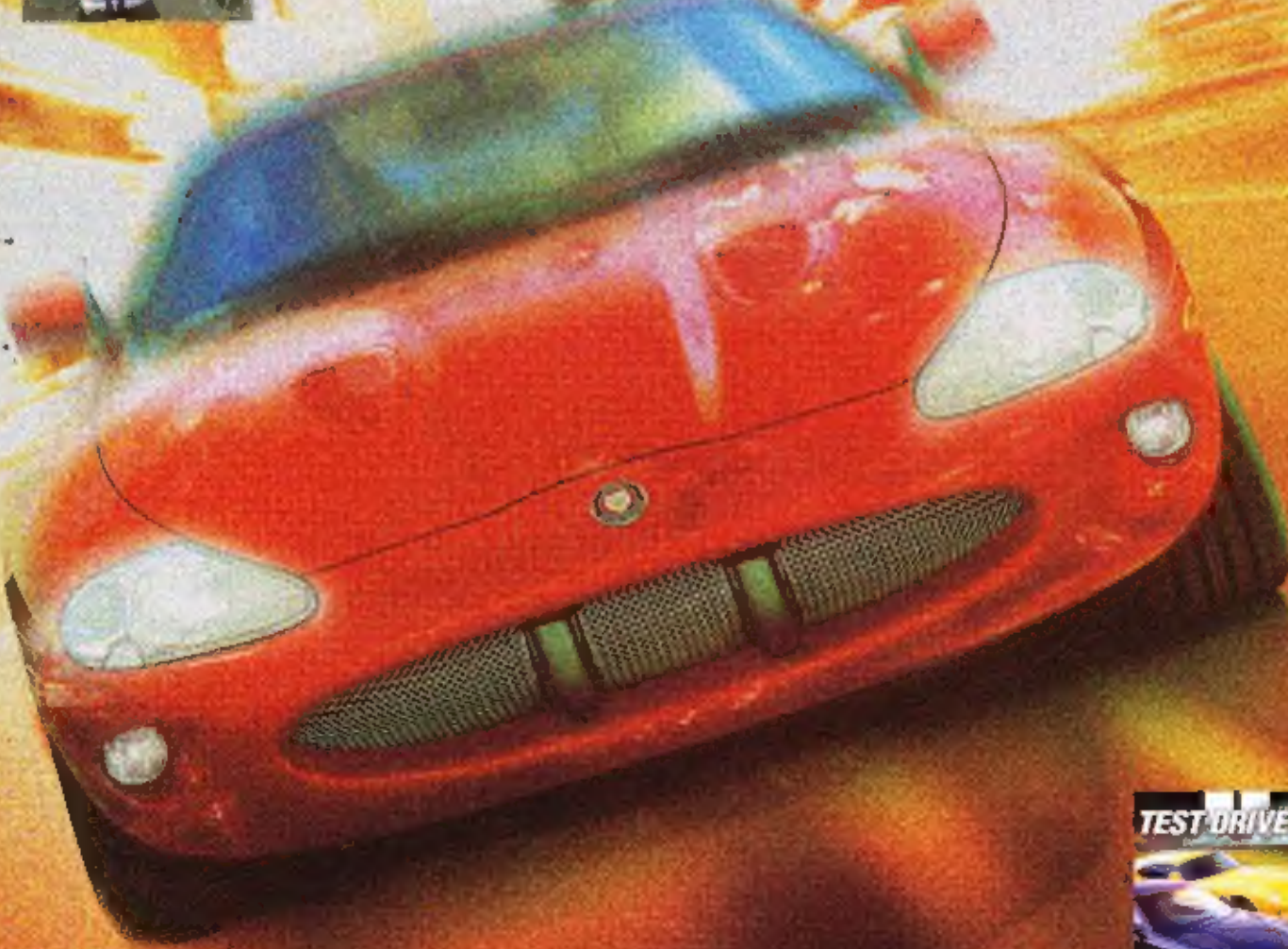
Microsoft attorney fires back
Microsoft puts up a good fight against the government's accusation against the software company about manipulating. Technology, justice and some odd to a computer here. Full article [here](#).

Lucent improves undamns data transfer technologies
Lucent has developed a new ultrafast thin optic technology that could quadruple the capacity of undersea network lines. Lucent's TrueWave RL technology will improve the speed and performance of long distance network links by transmitting optical light over a longer wavelength. More information [here](#).

Archives
2 October 1998
3 October 1998
4 October 1998
5 October 1998
6 October 1998
7 October 1998
8 October 1998
9 October 1998
10 October 1998
11 October 1998
12 October 1998
13 October 1998
14 October 1998

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Pinch yourself
you're not dreaming.



ACCOLADE

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NEW AGE
GAMING
SOUTH AFRICA

WIN

COMPETITION

WIN



Electronic Arts Africa and New Age Gaming gives you the chance to WIN one of five EA top title packs. All you have to do to stand a chance of winning these great prizes is to answer 3 easy questions.

- 1) Which EA Sports titles are previewed in this issue of New Age Gaming?
- 2) What is the full saying on EA Africa's Populous 3 Ads?
- 3) What EA demo on NAG's CoverCD Nov is also available as a prize?

Send your answers on a postcard to
EA Africa / NAG Competition
PO Box 2749, Alberton, 1449
or E-Mail the answers to comp@nag.co.za

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10
TOP
GAMES

Hi Gamers,
Looking at the charts this month we notice a lot of movement happening with 4 new titles climbing up both the PC and the PlayStation charts. We have two non-performers in NAG's reviews entering directly into the top 5, namely Dune 2000 and The X-Files. The graphical delights of Need for Speed 3 drops in at number 9 and the evergreen Mortal Kombat series slips in with its fourth in the series. But the big news is the change in the number one spot with Commando's dismantling Starcraft after 5 months as the top rated game in South Africa. A special mention must be made about the tenacity of Microsoft and its two long standing representatives Age of Empires and Flight Sim 98, this is quite a feat and it shows that Microsoft games have a strong following in our country.

LM = Position Last Month TM = Total Months on chart

PC			
NAME	LM	TM	
1. Commando's	5	1	
2. Starcraft	1	5	
3. The X-Files	new	new	
4. Age of Empires	4	6	
5. Dune 2000	new	new	
6. World Cup 98	2	3	
7. Unreal	3	3	
8. MS Flight Sim 98	8	2	
9. Need for Speed 3	new	new	
10. Mortal Kombat 4	new	new	

Moving over to the PlayStation we don't see much action at the top of the charts with Gran Turismo and World Cup 98 holding strong by a long way. Our Award winner WWF Warzone has the best entry of the newbies and slots in at number 3, but Tekken 3's move to 5 shows signs of taking over the charts even though only on the shelves for a short period. The normal good showing of the racing sims in the PlayStation market is shown by the new entry of Colin McRae Rally, an award winner with NAG, I'm sure everybody remembers the Activision Pitfall games that rocked the industry a few years back, well the next in the generation is joining in where its predecessor left off. Our obedient friend Abe is moving again and finally finds himself in the top 5 again. All in all a busy month and it's sure to get busier.

PLAYSTATION			
NAME	LM	TM	
1. World Cup 98	1	3	
2. Gran Turismo	2	5	
3. WWF Warzone	new	new	
4. Abe's Oddysee	8	1	
5. Tekken 3	new	new	
6. Final Fantasy 7	4	6	
7. Need for Speed 3	5	2	
8. Pitfall 3D	new	new	
9. Resident Evil 2	3	6	
10. Colin McRae Rally	new	new	

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Would you be interested in getting information about other CREATIVE products? ☐ Yes ☐ No (New Age Gaming)

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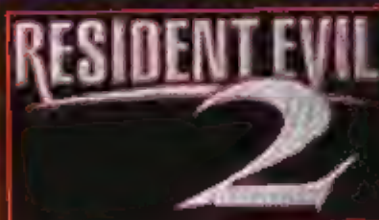
Real-time Voice in Games Becoming a Reality



Currently busy with public beta testing is the innovative game FireTeam. A multiplayer only game featuring real-time communication between players. Gamers will be able to play one of the 4 game modes against other players in 10 minute non-stop action sessions and be able to communicate with other team

members, via the Andrea Electronics NC-65 GameWare headset - which will be included with FireTeam. The games core focus is to enhance team play and players will be rated according to how well they perform as part of a team. Each game has 4 teams with 4 players each during the intense 10 minute sessions. Your on-screen characters have different strengths and weaknesses and limited field of vision. Equipment and power-ups benefit the whole team, not just the individual. So you have to work together to cover each other and fight as a unit. For those of you that have a credit card and would like to see the game in action before release, you can order the 2.1 beta version of FireTeam at www.fireteam.com

Resident Evil 2 slated for the PC!!!



Capcom has announced plans to bring Resident Evil 2 to the PC market in February 1999. The PlayStation title has sold more than 4.5 million units world-

wide since its release. Now PC gamers can see what all the fuss was about on the PlayStation and experience the thrill of adventure and Zombie Killing as well. In Resident Evil 2, Raccoon City continues to endure an onslaught of horror and fear as mysterious, flesh-eating chemicals spread into town and turn everyone it touches into zombies. This new version, optimized for the PC, will support advanced 3D graphics accelerators from Rendition, 3DFX, Interactive, Inc. and Power VR, among others. With Resident Evil 2, players are drawn into a story where they are literally fighting for their lives.

The sequel is nearly twice as large as the original and features huge 3D environments, now swarming with terrifying creatures of the undead.

Piracy Crackdown by Electronic Arts Africa Just Off South African Shores

The Librairie Le Cygne in Mauritius has been appointed as an official sales and marketing office for Electronic Arts in Mauritius. The appointment becomes effective immediately. Prior to this appointment, the Librairie Le Cygne was the single largest culprit of piracy and grey marketing of Electronic Arts games in Mauritius.

"Approximately 99% of the computer and playstation games in Mauritius are currently pirated," comments Peter Lacey, MD of Electronic Arts Africa. "Since Mauritius is a free port, it serves as a base from which these counterfeit products are circulated into South Africa and other parts of the continent."

The appointment effectively converts The Librairie Le Cygne into an official channel in Mauritius. At present, it is the only official channel on the island for Electronic Arts products. Previously, Electronic Arts brought legal action against The Librairie Le Cygne to force it to stop counterfeiting EA products on the island.

Electronic Arts policy is to start action against known counterfeiters by sending them cease and



desist letters. Stronger legal action including arrest and confiscation of product is taken against those companies that ignore these letters.

At present, Electronic Arts is alone in fighting the piracy battle on the gaming front. It is however, looking to set up an African Leisure Software Publishers Alliance (ALSPA), similar to the Business Software Alliance, to combat the huge piracy problem on the continent. The same initiative has been introduced in Europe through EISPA and in the US through the Software Publishers Association, with which ALSPA will be aligned, says Lacey.

If you suspect that you have either purchased counterfeit product, or if you suspect someone of selling counterfeit leisure software, contact Electronic Arts at (011) 803 1212.

For further information, contact:
Peter Lacey
Managing Director
Electronic Arts Africa
Tel: (011) 803 1212

New Age Gaming - Price Comparison

	Incredible Connection	CNA Interactive	Business Land	Shop 99	Dions	Pick & Pay Int
Blast Radius (PSX)	R429.00	R449.00	R439.00	None	R439.00	None
WarGames (PSX)	R359.00	R359.00	R450.00	R359.00	None	R329.00
Ghost In The Shell (PSX)	None	R369.00	R349.00	R359.00	R369.00	None
PlayStation Console (PSX)	R1299.00	R1999.00	R1499.00	R1349.00	R1299.00	R1299.00
		(Dual Shock)	(2 Controllers)	(Dual Shock)	(2 Controllers)	
MechCommander (PC)	R399.00	R359.00	R329.00	None	None	None
Tiger Woods 99 (PC)	R279.00	R299.00	R279.00	None	R269.00	None
X-Com Interceptor (PC)	None	R229.00	R329.00	None	None	None
SoundBlaster Live! (PC)	R1999.00	R1199.00	R1999.00	None	None	None
		(SB Live! Value)				

Sierra's Line Of Up And Coming Products



Gabriel Knight 3

Authored by computer game designer extraordinary Jane Jensen, the Gabriel Knight stories are a far cry from the predictable, serialised plots of adventure games past. In this series, one won't find irradiated, talking tentacles stalking townspeople.

wannabes searching for ancient hidden jewels or elusive mad scientists who keep one step ahead of players by erecting endless sliding puzzle barriers. Rather, Jensen's adventures offer a realistic narrative experience once reserved for traditional media, such as the classic Agatha Christie mystery film series or Alfred Hitchcock's suspense thrillers.

Answering the call for more, Jane Jensen is preparing to shake up the adventure game genre once again with her latest installment in the Gabriel Knight series, Blood of the Sacred, Blood of the Damned. A true spinster of the enigmatic tale, Jensen is preparing what could become not only a benchmark in adventure game technology, but also a new level of interactive storytelling. In Gabriel Knight III: Blood of the Sacred, Blood of the Damned, Sierra introduces another large step forward in control and realism - producing a real-time 3D environment that offers players an unprecedented level of exploration and control while maintaining strong narrative and adventure elements.

An evolutionary step in gameplay and technology, Homeworld simultaneously delivers cinematic-quality graphics, stunning special effects, brilliantly rendered ships and an innovative interface. In addition, players have unparalleled freedom to view epic space



Homeworld

confrontations from any position imaginable - whether from an eagle's-eye view miles above or piggybacked on the roof of a fighter in mid-battle.

Combining elements of space combat, strategic play and action, Homeworld promises to deliver elements of our favourite games in a totally fresh experience. So fresh is the experience, in fact, that Homeworld is destined to leave gamers thinking: "Why hasn't anyone thought of this before?"

Homeworld's epic tale begins in the far reaches of the universe. You were the benign lords of a peaceful society - located in the centre of a lush spiral galaxy. For as long as anyone could remember, no one challenged your peaceful existence. But then came the conquerors. Invading your peaceful society with the sole purpose of overtaking your world, these insidious outsiders wiped out billions and relocated the survivors to a cold, lifeless planet on the edge of the galaxy.

Hundreds of years later, all knowledge of your previous existence has been lost. Only vague myths remain, and a single mysterious artifact: a crystal. From the crystal a faint signal is extracted and deciphered into an astronomical heading. An immense mothership is built which will carry millions of people along this unknown path, towards what may be the Homeworld. In addition to the single-player game, a multiplayer option is also included and allows for up to 8 players to compete simultaneously.

via WON.net. Cendant's free online game service, Homeworld will also offer support for a variety of 3D graphics accelerators. Specific information on supported cards will be revealed in the near future.



King Quest 8

Playing from either a first-person or third person perspective, explorers travel through seven different lands experiencing over 70 characters, some good, most evil. Gamers guide Corwin through

Davertry, now a dark, mystical land filled with stone inhabitants and dangerous Henchmen, goblins, spriggins and zombies. They venture through the SwampLand, where the weeds whisper and the mummies caw; to the Gnome Underground, where players meet shop-keeping gnomes who mine tunnels and fight past bat mantas (half bat, half manta ray-looking creatures), and rock demons who - as part of the earthen and rock walls - pelt rocks at the players as they pass. The City of the Dead is the dwelling place of the Shadow Monster, a dark, amorphous creature with fiery eyes, sword and mace-wielding skeleton guards. Also in the City, there are Weeper souls with life-draining gazes and a mysterious, beautiful winged sylph guarding the Well of Respite and offering words of advice. Lava flows through The Barrens and pyro demons, fire ants and tunnel-dwelling submen threaten with fiery defences. In the Frosty Mountains, players visit the inside of a volcano cone, where frost nymphs and Gryphs (avian-type creatures) dwell. The Temple is the ancient home of the mask and the land of the Archons, who now rest in marble slabs of death. Finally, the Realm of the Sun is a spiritual locale offering the promise of success as well as the threat of defeat at the hands of the Water Demon, Shadow Monster and Vicious Beast. The previous games' animated characters and 2D environments are gone, replaced with immersive 3D environments and characters that combine the reality of an action game, the open-ended sense of adventure and exploration that comes from within a 3D world and the captivating storytelling talents of Roberta Williams.



Return to Krondor

In Return to Krondor, an ancient and inscrutable evil has emerged from the darkness to strip the Ishapian Church of its most sacred artifact - the Tear of the Gods. The struggle to reclaim this relic unfolds from the perspectives of the player's five main characters. Their epic

quest leads them from the dizzying heights of Krondor's palace, through the city's twisting sewer tunnels and into the haunted depths of a temple, dedicated to an evil as ancient as the gods themselves.

The advanced True3D+ engine, created by Pyrotechnix, powers the monumental sequel. True 3D creates a realistic, visually engaging environment through six degrees of freedom, motion-captured, real-time characters and the integration of 2-D animation with 3-D characters. Additional features include real-time light and sound sourcing, translucency and 16-bit colour.

BITS & BYTES

Satek Cyborg 3D Series Controllers Coming Soon

The very stylish and modern looking Cyborg 3D series from Satek will be available from major computer retail outlets in the near future. These controllers have been designed to offer a highly customisable solution to gamers while offering a stylish futuristic look. The Cyborg 3D Stick is designed with right and left handed gamers in mind and is customisable using a special tool that ships with the joystick. Gamers can adjust the joystick for hand size, thumb length and thumb angle as well as choose on which side of the joystick the throttle is required. The Cyborg 3D Stick will feature 24 fully programmable buttons, adjustable for left or right handed players, 3D twist function and ratio digital technology for faster and more accurate gameplay. Easy to use 32 Windows software will be included for programming the Cyborg 3D Stick. At last - a gamepad for the Adult PC gamer. The Cyborg 3D Digital



Pad provides the ultimate in style, features and comfort. One pad for all game types - the mode selector allows instant set-up for arcade, driving or flying type games. The Cyborg 3D Digital Pad features an 8 way thumb pad, rudder/steering controls, mini joystick, rotary throttle, 4 triggers and 6 fire buttons to offer the ultimate gamepad. The Cyborg 3D Pad also had adjustable handle grips for different hand sizes. A programmable mode allows you to fine-tune your game with Satek's 32 bit Windows software. The Cyborg 3D Digital game pad will ship USB ready to take advantage of



current technology on the PC and will be available for the Sony PlayStation as well. Look out for reviews on these devices in the future.

Prey for No More Delays!



George Broussard of 3D Realms has announced that Prey producer Paul Schuytma and lead programmer William Scarboro are no longer with 3D Realms. 3D Realms felt that a change was needed on the producer side, while William Scarboro left by mutual decision. According to 3D Realms the partings were amicable and they wish both well in future endeavours. What impact this will have on Prey's release date remains to be seen. It

seems that the project has been cursed from conception and that the title seems to be slipping further and further into the future. A new producer and lead programmer would consume additional development time as the programmer learns the code-base and the producer might very well make some conceptual changes. Guess we will have to wait for E3 again to see how things are progressing. As always the release date remains 'when it's done,' but everyone can't help but wonder if Prey will ever see the light of day. This is the second major set of departures for the project, which suffered a similar setback in late 1996 when Tom Hall, the original producer, left to form Ion Storm with John Romero, and other members of the development team left to form Ritual Entertainment.

WarTorn Wants YOU!



Developers of WarTorn announced they will be holding the worlds largest public beta test. Up to 25,000 beta testers will be chosen to put the game through its paces and track down bugs while having fun. The PC game is a next generation Country based RTS that provides a full 3D gaming environment where players can custom design their own units and then use them in the battle field of their choosing. ETTE, their new engine includes a comprehensive AI, which has never been seen in a game of this type before, which allows an unlimited number of camera angles. WarTorn is also unique in its 3 types of play included, action, n-depth resource management, and a turn-based mode will appeal to a wide variety of audiences. To sign up for the beta testing go to www.wartorn.com. See all of you online!

Beam me up Scotty!

ACTIVISION

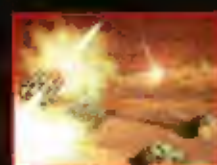
Activision has closed a deal with Viacom Consumer Products Inc., which will allow them to develop and publish titles based on the Star Trek franchise. Under the terms of the agreement, Activision has obtained the exclusive worldwide publishing rights for multiple platforms to all Star Trek properties, subject to expiration of existing publishing agreements that Viacom Consumer Products maintains in respect to certain Star Trek Properties. The agreement enforces Activision's strategy to expand its market share by developing and publishing products based on powerful recognisable brands. Star Trek fans will should keep an eye out for any announcements from Activision on upcoming titles.

PlayStation 2 development kits?

Rumours are circulating that PlayStation 2 development kits will be sent out to second and third party developers come January. If this is true we can expect a PlayStation release in the year 2000. Currently everyone is waiting for announcements on PlayStation 2 specifications, which should be made towards the end of the year. A rumour is also circulating that Gran Turismo 3 will be developed for the PlayStation 2. Currently Gran Turismo 2 is being developed for the current PlayStation and will be released next year.

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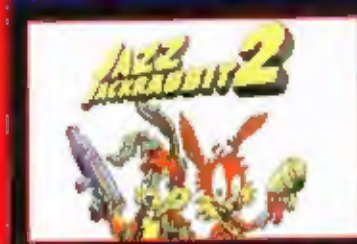
BioWare Corp Announces MDK2 for Dreamcast and PC



Developers of upcoming title Baldur's Gate have announced the ongoing development of their first Sega Dreamcast title, MDK2. Based on their breakthrough Ormen Engine, MDK2 will provide unprecedented single-player experience with totally unique and new gameplay elements. MDK2 will be published by Interplay Productions and they expect a shipping date of 4th

Quarter 1999 for the Dreamcast with a PC version soon to follow. President and joint CEO of BioWare, captured the essence of the game when he explained that, "MDK2 represents the pinnacle of single player games. Our aim with MDK2 is to explore new directions and expand beyond the constrictive environments established in other 3D games." The Ormen Engine is a truly multi-platform engine developed internally by BioWare Corp, and the most important feature is the support for real-time level-of-detail control that allows for round, smooth surfaces and highly detailed life-like characters and environments while maintaining high frame rates.

Jazz Jackrabbit Holiday Theme Add-On



Epic MegaGames is already cooking up a Christmas present for fans of the Jazz Jackrabbit series. The add-on present will be available on their website as a free download. It will contain an undisclosed amount of single-player and Party mode maps, as well as new enemies, life sets and music, so keep an eye out for it on their Jazz Jackrabbit website.

NEW AGE GAMING Classified Section Canned!!!

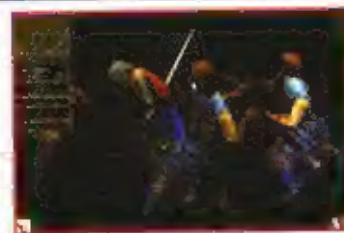


We have decided to cancel the classified section that was going in the magazine due to the lack of response from our readers.

We would like to apologise to those readers who have submitted classifieds, but we needed to see a much better response in order to have justified the space required. We will look at the possibilities of adding it in, in the near future.

Braveheart To Be Made Into A Game By Eidos

Eidos Interactive has recently announced the development of a strategy game based on the inspiring motion picture Braveheart. Braveheart the game, combines real-time strategy gameplay within a turn based, build an empire game where players vie for control of Scotland. Taking on the role of William Wallace players will lead their brave Scottish troops against other clans and eventually lead the Scottish forces against the mighty English.



The game will feature realistic 3D terrain to make the battles a true test of tactical and strategic skills. For those interested in multiplayer games, rest assured that Braveheart will have support for up to eight players in either co-operative or competitive modes.

Braveheart is scheduled to start shipping 2nd quarter 1999.

November / December Release List

PC RELEASES	
After Dark Game Pack	Sierra Attractions
Age of Empires: Rise of Rome	Ensemble Studios
Asteroids	Activision
Basketball Pro 99	Sierra Sports
Cometstorm 1	WTF
Command & Conquer 2	Westwood Studios
CyberStrike 1	Sierra Attractions
Dark Vengeance	GT Interactive
Falcon 4.0	MicroProse
Heretic 2	Raven Software
Klingon Academy	Interplay
Messiah	Team Ego/Shiny
NASCAR Racing 3	Sierra Sports
Oddworld: Abe's Oddysee	Oddworld Inhabitants
Populous: The Beginning	Bullfrog
Powerslide	GT Interactive
Railroad Tycoon II	Pop Top Software
Rebel Moon Revolution	GT Interactive
Return to Kronos	Sierra Studios
StarForce: TRIBES	Dynasty
ST: Secret of Vulcan Fury	Interplay
Tom Clancy's ruthless.com	Red Storm Entertainment
Trans-Am Racing '88-'92	GT Interactive
You Don't Know Jack 4	Sierra Attractions
You Don't Know Jack Collec.	Sierra Attractions
Battlecruiser 3000AD v2.0	3000AD
Descent III	Outrage Entertainment
Fighter Command	Psychosis
Heavy Gear II	Activision
King's Quest: Mask of Eternity	Sierra Studios
MIG Alley	Empire Interactive
Pro Pinball: Big Race Club	Empire Interactive
Thief: The Dark Project	Looking Glass

Platform Releases	
Akagi the Heartless	Crystal Dynamics
Apocalypse	Activision
Armored Core: Project Phantasma	ASCII Entertainment
Army Men 3D	SCEA
Asteroids	Activision
Big Air	Accolade
Brave Fencer Musashi	SCEA
Bushido Blade 2	SCEA
Clock Tower: Ghost Head	ASCII Entertainment
Colony Wars: Vengeance	Psychosis
Croc 2	Fox Interactive
Darkstalkers 3	Capcom
Elmo's Magical Letter Tour	SCEA
Elmo's Magical Number Tour	SCEA
FIFA 99	Electronic Arts
Global Domination	Psychosis
Guilty Gears	Atlus
Hardball 99	Accolade
Kensei: Sacred Fist	Konami
Lunar: Silver Star Story	Working Designs
Monkey Hero	Take Two
Monster Seed	Sunsoft
Necro	Jaleco
Ominikron	Eidos
Psybadek	Psychosis
Quake 2	Activision
R Types	ASCII Entertainment
Rat Attack	Mindscape
RC Stunt Copter	Midway
Shogun	Acclaim
Shogun II	THQ
Street Fighter Collection Vol 2	Capcom
Super Black Bass with Blue Marlin	Hot-B
Superman	Titus Software
Tai Fu	Activision
Test Drive: Off-Road 2 A	Accolade
Tiny Toon Adventures	NewKidCo
Tom Clancy's	Eidos
Tribal	Midway
Uprising X	SCEA
You Don't Know Jack	Berkeley Systems

Creative Labs Ships First Desktop Theater for PC



Creative Labs Shipping Home Entertainment Theater
Creative Labs starts shipping the computer industry's first complete desktop theater system for the PC. The new PC-DVD Encore SX with DXR2 technology and Cambridge SoundWorks Desktop Theater 5.1 speaker system, combine industry leading technology to deliver a PC entertainment experience that until now has only been available on high-expensive traditional home entertainment systems.

PC-DVD Encore SX Features:

- Transfer DVD-ROM data at up to five times the speed of the first generation DVD drive
- Simultaneous connection to PC and TV with composite or S-Video outputs
- Double scans to 60 fields per second

including vertical and horizontal dynamic interpolation
* 1024 x 1024 full-screen resolution
* 96kHz/24bit Dolby Digital devices such as

Desktop Theater 5.1 or Dolby Digital receivers for 5.1 channel Dolby Digital (AC-3) audio

- Fully supports all popular CD-ROM formats, including CD-Recordable and CD-RW media
- Blazing CD-ROM drive speed at transfer rate of 32x and 90ms access time
- Includes the highly-acclaimed title, Wing Commander IV, with DVD video and Dolby Digital audio from Electronic Arts

The new PC-DVD Encore SX is suited for high-end gaming systems as PC-DVD gains more popularity in the market, but for now it is purely for motion picture enthusiasts.

ION Storm Jumps ON Creative Labs CAX Bandwagon



Creative Labs, Inc., the world's leading provider of multimedia products for the PC, today announced that ION Storm is now slated to ship in its upcoming hot new titles, DarkKatana, Arachnoid and Deus Ex with support for Creative's Environmental Audio Platform. By utilizing

Creative's cutting-edge Environmental Audio technology, ION Storm's sound design team was able to add intense levels of game play with special effects that generate a new kind of audio excitement in fierce and dramatic combat scenes. Environmental Audio goes beyond 3D positional audio - sounds will appear to come from all corners of a room or space adding reverb, echo and other effects consistent with the room acoustics, position of the player, source of the sound, and many other cues. Developers are using Creative's Environmental Audio Extensions (EAX) application programmer's interface (API) to develop for this new audio standard.

Legend Entertainment TO Develop Unreal 2



An Epic spokesman confirmed that they have hired Legend Entertainment to develop Unreal 2. There is no word that the project has begun yet and it remains unclear as to why exactly Epic decided to farm out the development of the game, rather than do it themselves. A question that begs to be asked is what Unreal's development will be working on now. Epic is being very tight lipped about the issue right now, but has stated that they will make an announcement next month.

Actua Soccer 3

Before EA's World Cup 98 came on the scene, the star of every football fan's hard drive was Actua Soccer 2. With Actua Soccer 3 about to make its full debut at ECTS, Gremlin is certainly looking to recapture the PC's football crown. A whole wealth of new features certainly assure that it's worthy of a move back into the premier leagues. Sheffield United skipper David Holdsworth is back to take on the motion-capture duties, and individual players now have over 2,000 different moves with over 10,000 frames of animation that will include the flashier tricks, step-overs, and special moves. Although Soccer 2 was pretty damn quick, Soccer 3 will feature an adjustable speed control, and another bonus is the improved team AI, with over 500 clubs competing in 25 different leagues, and virtual teams playing in the recognizable style of their real-life counterparts.

BroodWars Enter Public Beta

Blizzard Entertainment has finally entered the public beta stages for the BroodWars expansion for StarCraft. About 500 beta testers, of the almost 30,000 who sent in their application, should be getting their CDs in the mail beginning Wednesday. Blizzard's Susan Wooley said the game's team of designers and programmers is primarily looking for feedback on "play balance among new units and strategy."

AMD-K7 Coming In 1999



AMD is set to release its AMD-K7 processor in the 1st quarter of 1999. The processor is speculated to provide stiff competition for Intel and will feature a 200MHz bus as well as a nine-issue superscalar microarchitecture. The processor should be able to run at clock frequencies of 500MHz and higher and will enter the market at the 500MHz mark. This can only mean good things for gamers as AMD has vowed to keep their prices below competing Intel processors.

Star Con On Hold From Accolade

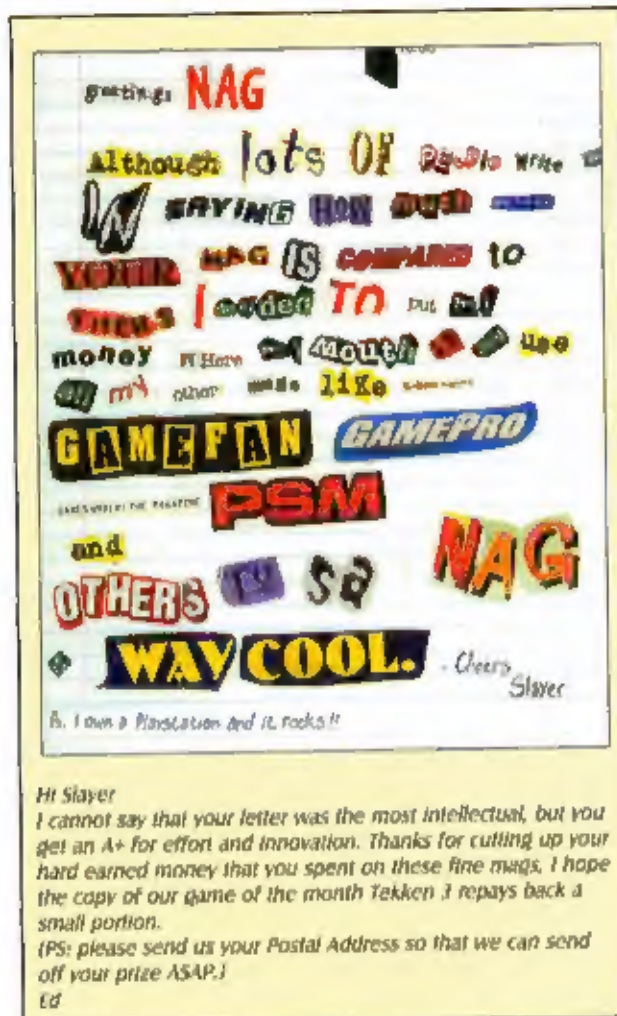
Star Con the next game in the Star Control series from Accolade has been put on hold. "The team will be spending the next few months reevaluating the design with the hopes of coming up with a stronger game," a company spokesperson said.

I hope you found this Bits & Bytes. We hope to hear your comments and suggestions about how to improve this section. If you have any comments please E-Mail me at: bits@mag.co.uk (Lionel Diamond - Publishing Editor)

BACKCHAT
PO Box 2749
Alberton
1449
letters@nag.co.za

Thank you to everybody who wrote in. Unfortunately we cannot reply to all of them, but we do read them all. We have an e-mail address dedicated to the letters section. The address is stated above. If you utilize the e-mail you are almost guaranteed a reply. Congratulations to Slayer who wins a copy of Tekken 3. Please send letters on gaming related topics only. See Ya.

Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game (Dahn not this month -Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.



To NAG
Going through the E3 report back I noticed there's still no Cricket game in the cards for the PlayStation, why is this so? As even the Sega 16-Bit and the PC have Cricket games available, please answer if you can! Another small detail that would help your already good reviews is a release date of the games being reviewed.
Thanks - Keep it up!

Ned Sedgefield

Hi Ned
You are quite right there has been a tremendous shortage of cricket titles for the PlayStation. I can only guess that the American and Eastern sectors had a stronghold on the development of titles for the console, mostly because they are only interested in the mass unit sales. But with the success of Cricket 97 from EA it has shown Sony that there is money in the sport. We are soon to be welcomed with the first in I'm sure a long line of cricket games, Brian Lara Cricket 98. It should be hitting the shelves in the next few weeks and I can tell you it looks very impressive. Also look out for World Cup Cricket 99 from EA that will release closer to the Cricket World Cup next year. Your request for release dates is something that we are trying to address at the moment. There are obvious problems with trying to publish correct information, so as soon as we steady the channels we will be adding these dates to the reviews.
Ed

To NAG
Let me start by saying that you have started a great mag and the idea is perfect. Just a week before your first issue was released I thought to myself... it's high time that S.A. got its own pc mag that satisfies South African needs and voices South African opinions. I basically have only one major problem with the mag, the spelling and grammatical errors don't bother me so much as you

have fixed that problem in your most recent issues. Your review section is the only minor detail that bugs me and my other NAG reading buddies. As I paged through your fourth issue Reviews Under Fire, I realised that your reviewers don't write their articles with a certain standard in mind. Each one has set his/her own standard of sound, graphics, story, continuity, etc.

I looked at the review of this golf game, whose graphics could really use some improving, and its score was much higher than I think it should have received if compared to the other criteria that another reviewer had when evaluating a superb shoot-em-up with excellent graphics, not to mention gameplay. Except for this minor flaw in the reviews section everything looks great. I loved your strategy guide to Starcraft and even though I don't approve of the system your reviewers use to evaluate games, I never buy a game before reading the review. I just ignore the summary you give at the bottom, for now that is. On behalf of all the loyal nag readers out there, I wish to congratulate you on a job well done. Keep it up.

angelfire

Hi Angelfire
I am going to have to agree with you on the fact that certain reviewers have their own impressions of good and bad scores for each criteria. Expressions of each reviewer are made through the scores they give, therefore giving a certain element of discrepancy between genre's. This brings me to specific levels of scores set by different genre's. An experienced reviewer who only writes on sports, lets stick with golf, will have played all the games in the genre and has a clear view of what the standards should be. He doesn't worry whether a certain 1st Person game is visually stunning, because it is not comparative to the genre. When we go out and buy a product, we compare to

games of of similar content, not across different spectrums. I must say that we are moving towards universal engines that will eventually become the defacto developers gaming engine. We are moving in that direction. The debate of one score level for all genre's is one that cannot be answered with fact, but merely with opinion. I will profess that NAG reviewers score according to comparative games in their specific genre, allowing the reader to make a clear and conscious decision on where the product performs in its area of entertainment.
Ed

Dear NAG

Just writing to thank you for (finally) bringing out a S.A. PlayStation & computer mag, other than these U.K. mags which we receive a month later! Anyway, I don't think anyone in South Africa knows what a "platinum" game price is. It's suppose to be sold at half the release price (which is usually R200.00). I went to a PlayStation & PC Shop

In Fourways and I was amazed to see Tekken 2 on Platinum for R600!!! I asked the shop owner why this was and he just said "all these games are expensive" (he didn't know what he was talking about). Another thing, I was reading a N64 mag when they had a competition to see who could send in the best picture of a busted PlayStation (or as they said it "a Greystation") and the winner would receive four N64 games!!! I found this shocking to see how far the N64 would go to make their pile of plastic number "one", which for the N64 is only a dream and that's the way it'll stay with Playstation around and with the Playstation 2 coming the N64 is going down, down down, oh, and how about a cover CD!!

Chris Wheeler Johannesburg

Hi Chris

An amazing price to pay for any game, especially a budget title. I can only assume the shop owner was confused or uneducated on customer services. He certainly lost a client for good and is sure

to lose a lot more. The big problem here is that there is a fair amount of this going on in South Africa, not by those differences, but still happening. I also find certain salesmen to be unworkable about the products they are selling and most of the time try to trick you into buying an inferior product, because he sells mostly on commission. There are changes being made in the retail sector to upgrade these levels and hopefully we will find the standards rising and eventually be able to approach the games salesman for genuine advice. As for the N64, competitors have got to do what they got to do to be number one, I just don't think that is the right way to go about it. Nevertheless, time will tell who is king, as things are at the moment the Sony Playstation is top of the figures and plan to be that way for some time.
Ed

Dear NAG

Yes Kiddies, the new generation of game systems is coming. With them comes the avalanche of games that will, no doubt, roll into stores like leaves falling from a tree. Are we really prepared for all this? I think not. Think about a few things: Think about all the time you've spent waiting for that special game to hit the stores, after you have seen pictures of it in a gaming mag. Think about all that money you've spent over the past few years! That's right, just sit there and think about it! You'd better think really hard because it's all going to start all over again. Can you handle it? All of that (crud) you've gone through, the waiting, the hours in front of the tube, the money, the fact that you have to be the first one to own a certain game, everything kind of makes you wonder what the heck it's all about, huh. Yeah, go ahead and think for a while. You can start reading this again when you're done. Back so soon? Good now the really good stuff: The marketing by the gaming companies trying to convince you that the slop they're handing you is going to make your hair turn white and pure, adrenaline pumping excitement. They try to make you believe that their games or systems will take you to the verge of some kind of transcendental awakening. You remember these guys? You know, the ones who target boys ages 10 to 17 with loud music and morons who scream at you from your television about how

many bits they have. Blast Processors, Special Chips, how to do Math, how your parents are idiots and how you're an idiot for buying someone else's system. Think about it. Are you ready for this again? Yes, you keep on buying. Why? Well, because in the grand scheme of things, it just goes to show how much junk you'll go through just to escape reality for a few lousy hours to have some FUN. That's all you really want. Not the fat kid in the ad screaming in your face. You're not interested in Bits, Processors, Polygons or Sprites. Sure after fun. And that's what it's all about folks. Isn't it? Fun the one word sentence. That tiny little bit of happiness that stretches a smile across your trembling little mouth the second you stick that new game into that machine. Fun. You remember that, don't you?
Ed

Bazil Coa Pietermaritzburg

Hey Bazil

The one word sentence 'Fun'. Original and hard hitting but unfortunately it's not what makes the world go round. The one word world mover 'marketing'. Money, which makes power, all stems from the power to express. The magazines, the games, the computers, the consoles, everything is, because of competition. Word of mouth can only spread so far, other mediums expand across the globe. How did Quake2 sell millions of copies? Because Activision had the marketing power to bring the word to the mass population. You may be tricked into buying a game because of a flashy advertisement, but then that's why we as gaming mags help to ease that pressure, but at the end of the day you still make the final decision on the purchase. But hey! We still just want to have fun.
Ed

Dear NAG

I have been reading your cool mag lately, as it's the first month that I've seen it at our C.N.A., and was wondering if you could tell me where you get the cool fonts that you use for your magazine. Is there perhaps somewhere where I can order them? For example the "Unreal" font. It's so cool. Thanks for your time, and keep creating your rad mag.
David Putter Graaff-Reinet

Hi David
The Unreal font was available during the pre-Unreal hype on the multitude of sites. Unfortunately most of those web sites have disappeared leaving only those lucky few who downloaded it with the font. Most of our other fonts were also downloaded from web sites mainly because we tried to be unique. I don't know if we accomplished that, but we sure have a load of fonts.
Ed

Dear NAG

Your mag rules. I've finally got hold of a magazine that my letters have some chance of getting to. I don't own any copies of your mags, except issue 3. I was excited to see Red Alert cheats for the PlayStation and couldn't wait to try them (I needed the help.) After reading how to activate the cheats you didn't explain it very well, and after trying various ways to press cancel on the team buttons they didn't work. Here are a few questions for you to try and answer:
1. Do you know if Dune 2000, Command & Conquer and Tiberian Sun will be on the PlayStation?
2. Could you give an in-depth explanation on how to access the cheat mode for Red Alert, and get the cheats to work?
3. If you're going to add a CD will it be PlayStation or PC?
4. Any news about PlayStation 2? Thanks so much

Dale French Durban

Hi Dale
Westwood's response to your first question is unfortunately, 'not planned'. This leaves things in the air but I think it is unlikely that we will see any of those games on the PlayStation. Westwood are definitely developing for the consoles, but more independently. Answering your third question, as you can tell there is a CoverCD on this issue, but it is only for PC. This is due to availability and pricing. We do however have demos and movies that also pertain to the PlayStation owners. Question 4 is a very touchy one, but the unofficial word is that we should have the full specs on the 26th of November. Seeing that you had problems with the Red Alert cheats here is the cheat process directly from Westwood. All cheats are activated by click-

ing the Team Buttons on the Tool Bar with the Cancel Button (default is O Button for the pad). If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over.
FULL MAP, SQUARE, TRIANGLE, CIRCLE, TRIANGLE, SQUARE, CHRONOSHIFT, TRIANGLE, CIRCLE, CIRCLE, SQUARE, SQUARE, X. Enjoy!
Ed

To NAG

A solid Fourth Issue has put paid to our sleepless nights and has us punching of keyboards to the crack of Dawn (Goodbye insomnia, hello gaming.) There have been major loads of effort being thrown into the NAG mag, and it shows. As everything we've been nagging about has been rectified. (Great work guys!) Now comes the nagging part:
1. I was pretty disappointed by the score given to FF 7 for PC (88) which is weird for "one of the most original stories", has depth rarely seen in a game, to be beaten by even the likes of TOCA Touring Car (89) and World Cup 98 (I mean 93 for a Sport Sim).
2. Are cheats taken into consideration when giving the continually score? Cause it does shorten a games lifespan.
3. I was hoping for more about Baldur's Gate (in my opinion the only Action RPG that will hold its own against Diablo 2) in the E3 report, but it completely brushed over even though it was in the NAG Top Games of E3. Please can we hear more about this game? Has it really got 5 CD's! Goodspeed, Great gaming and Good rest. (You guys need it!)

Nagger Jerome Lythan

Hi Nagger,
1) Story excellent, other parts flawed by the PC's standards.
2) Definitely not
3) Baldur's Gate just might be the game of 1998 and NAG are taking it seriously. I cannot divulge our plans, too many prying competitors trying to piggy back off us, but there will be a treat for NAG reader in the future on Baldur's Gate. I apologise that I had such a brief word on all the games at E3, my intention was to support the majority of the products and not to give preference.
Ed

Dear NAG

Games, games, games, games, games, aahhhh, life is but a game. As I wax lyrical about some philosophical view on game playing, let me stop right here.

About 2 years ago I was trying to find something to interest me on the net. I had gotten fed up with the numerous Bio pages along with the Company pages that did nothing but expand on their 'bla bla mission statements'.

On my search, I browsed my way onto some game emulator pages. A new avenue opened up for me: free games (R1200 a month didn't get me far in the games shops back then).

Commodore 64, VIC20, Spectrum, Apple II, BBC, Amiga, Arcade they are all here just waiting to start up again on your pc. Since downloading these emulators and numerous games, I have spent countless hours in front of my monitor recounting the old days. I know it is only a few years back, but I am living the life of a ancient computer nerd.

I am currently cavorting with M.A.M.E. What a perfect setup, over 250 of my favourite arcade games sitting on my hard drive just waiting for me to relive the past. All of you remember Commando, Pac-Man, Rally, Double Dragon, 1942, Gauntlet. I could go on for a while.

I couldn't wait to get these games up and running. The pixels started jiggling in front of me.

Old movies re-awaken, strategies long forgotten jump back to life YEAH! my pubescent years are back with out zits and hum. I wish only this time I don't have to spend my whole weeks pocket money in an hour. It's all for me.

A word of warning however: these games are from your past and reality will not match up to your memory of the past. The graphics are not what they seemed to be (maybe the eighties was engulfed in a thick fog, nor is the sound, the ingenious plots and story lines however are incredibly similar).

There are some classics, and they will never die. As a result you may find yourself wandering off before you get to level 2. But worry not, you may not be able to go back, but the future still holds many potential 'big muscle man kills everything' games. If you feel like wandering down the path of your past, use your favourite search engine using the

keyword emulator

Gareth Quilly
Interesting person
Cape Town
South Africa

Hi Garth

A definite blast from the past. I am a keen lover of the emulator software and enjoy the transition in the old style of entertaining every once in a while. Ed

Dear NAG

Congrats on a great mag. It's so nice to see a great new SA magazine instead of those expensive imported ones. I just wanted to write about the fact that a lot of people are complaining about the violence in video games. Yes, there is violent games out there. Resident Evil being particularly bad. But that's what the Entertainment Software Rating Board is for. I mean, come on! A mother brought her son Primal Rage after she saw him do a particularly rude move. She then complained to the authorities. Now all the stores in that area have taken the game off their shelves. People who have allowed their kids to play violent games have no say and the kids are suffering. That's why the ratings are there! If you're under the age on the box, DON'T BUY OR PLAY IT! Just thought I'd mention this touchy subject!

D. van den Brink
Margate

Hi Mr D

You right, it is a very touchy subject and an unsolved one at that. Somehow people, especially parents tend to overlook the game ratings more so than the movie ratings. Whatever the case, it's immoral that everybody should suffer because one person failed to read the age rating on the game box. The shops might feel the pressure when the parents boycott the stores, but it would be even worse if the gamers did the same. Ed

Howzhi NAG

Thank for the grooviest mag ever! This is the second time that I have written to you. I really liked the E3 report, it was really good. Do you think games can be too expensive? I think that the games that are imported here are over

priced. We need some computer game companies to start in SA so that we can get games for cheaper. At least we have a really cool cheap mag here yes, that is true. I want to start to learn how to program and write my own games and might even start my own games company. I still think that games are over priced. I understand that the companies put a lot of time and work in their games (like Unreal). If some people start a SA games company we should get the games for cheap and hopefully the games will be up to standard. Thank for such a great mag. Keep up the good work and get a CD soon.

Adrian Molisey
Sun Valley
Cape Town

Hi Adrian

The pricing factor, another debatable subject that I briefly covered in last month's letter. I won't elaborate again but I do think that game prices are starting to reach unaffordable areas (R459.00).

As for wanting to become a game developer or programmer, I think we need more of your kind to surface and to show what we South Africans can actually produce. We do have a handful of talented people in the development side of the games industry, but most of them are being offered big money to move overseas. This doesn't help our market in anyway and just leads to us falling behind the rest of the world even more.

I am not quite sure whether the game prices will drop if we develop games locally but it sure would help expand the market and put the spot light on our local talent. All we need is that one title that will break all the barriers. I somehow feel we are not far off (this with Celestial approaching release of their latest offering 'The Tainted'). Only time will tell, I hope you follow your dreams and aspirations. Ed

Dear NAG

All games are linear. It sounds blunt but is unfortunately true. Let me explain: any game today strives to become better than another through graphics, game play that, or just appealing to a particular genre. Take a game like Quake 2. There was a whole lot of hype about it with regards to its interactivity or its 'non-linearity'. There were

things like what you do in one level affects another and so on. Compared to Doom, the greatest game of all time. It was a huge leap forward. Doom consisted of walking around until you hit the appropriate key/switch and then you were on to the next level, to repeat the same procedure. What's the difference between that and Quake 2? There is none. Quake may have all the bells and whistles of a 3D Card etc. but it is essentially the same procedure. Walk around, shoot anything that moves (and anything that does not) and keep it up until you find a switch or a (wait for it) key. Isn't that a surprise? This may seem a bit harsh but it doesn't only relate to Quake. A game like Diablo is the same. It may be an RPG but you still walk around a little dark dungeon killing anything you can. Could any game be non-linear? No, it couldn't. Although I enjoy a good death match as much as anyone else, I eagerly await a game that is has an AI worthy of today's hardware.

Nicholas Tip
Johannesburg

Hi Nicholas

I don't think your problem lies with linearity, rather repetitiveness. Yes, most games paths follow a rather linear approach, but many do offer multiple endings and are moving away from the straight line syndrome. As for repetitive games, this is mostly in the gameplay department. The games such as Quake and Doom don't offer much in the way of different interaction, but merely the need to feed the action senses.

Everything revolves around Artificial Intelligence, and quite frankly we are along way off human levels (and we would need a heck of a processor to be able to process it). That's why the games you mentioned were actually designed around Multiplayer and not single player. The competitive nature of gaming (and all things for that matter) takes away the repetitive nature of the game, because everytime you play it's a different experience. There is only one true platform for non-linear and non-repetitive gameplay, that is online play. Origin's Ultima Online is the perfect example and I foresee the world falling for this type of gaming in a big way. We just waiting for the Bandwidth God to arrive. Ed



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So Atari had it made. Well at least that's what the sales figures indicated. I mean after all, they did have the biggest selling home entertainment system on the market.

And so the 80's arrived bringing with it the lure for more and more competitors to get their slice of the action in the games market.

Enter Intellivision, what probably could have been the king of the industry, Atari's biggest competitor turned out to be one of the game industries biggest failures. Mattel called their system Intelligent Television stemming largely from their plans to release an add-on computer keyboard for their console.

Designed by US Toy giant Mattel, the original Master System was marketed in Fresno California in 1979. The response was excellent and late in 1980 the system was released nation wide in the US along with 12 videogame cartridges. During the first year of its release over 200 000 units were sold. However 1980 wasn't all clear skies for Intellivision. Mattel broke the news that the 'inexpensive' keyboard expansion would be available in late 1981.

This would turn the Intellivision into a powerful 64K Computer that would be capable of doing everything from playing games to balancing a cheque book. Mattel invested over \$8.5 million in press coverage alone. This made many people invest in a Intellivision with the idea of turning it into a home-computer when the expansion keyboard module was released. The keyboard was released months later but only in certain areas as a test unit. With the price too high and the initial reception poor, the whole project was scrapped before national release in 1982.

But Intellivision was not alone during those turbulent times. Atari had a far more serious problem that was looming over its huge empire. With the excellent sales of the Atari machine out-selling any other game console of the decade. It was also the machine with the most titles available. That might sound like a good thing, but was actually a disaster in disguise.

Unfortunately through what many now consider bad business practice, Atari allowed public development of programs for their system...WITH NO RESTRICTIONS!!

This allowed hundreds of companies to develop titles that were far from bad. They were the worst you

Act 2-The Second Generation Timeline - 1980

Wil Granzier AKA AtariBaby continues his trip down memory lane as we enter the next chapter in the history of gaming and who influenced growth of the industry.

could imagine. The bottom line was that all the real phooey games didn't do the Atari Empire any good. It was almost like being the mighty King Arthur and having jesters around the wobbly table.

This problem eventually hurt Atari's worldwide sales and would also play a major part in the worldwide videogame crash of '84, but more about that in the coming issues.

In 1981 an employee signed probably one of the biggest deals for Atari giving them the rights to develop what would

reprimanded by chairman of the board Ray Kassar for making the deal with Namco without consulting him. It seems Robbins was in Japan negotiating a legal matter with Namco at the time, and Namco apparently demanded that Atari buy the home rights to PAC-MAN as part of the settlement. Robbins' gutsy decision paid off as PAC-MAN went on to become ATARI's best selling cartridge ever.

PAC-MAN had arrived on the VCS. A month after PAC-MAN's release Asteroids hit the shelves for the VCS, the first game to use 'bank-switching' to double its ROM address space.

It wouldn't bring the badly needed sales boosts to the now ailing 2600 VCS but it would restore some sort of credibility to the ludicrous software market.

But by now Atari were rethinking their strategy, and decided to completely redesign the 2600. At one stage rumours had it that a remote-control VCS would replace the older model. Since it was wireless, you could play games at 10 feet without having to hassle with the console. However it mysteriously disappeared from Atari's catalogue.

Eventually the 5200 were released with more colours and more ram, but none of the 2600 games were compatible. This meant that the programmers had to go back to the drawing board. Most of the popular 2600 games were reprogrammed for the 5200, and this time Atari allowed only one company, Activision to develop games for the new machine. (Activision was by the way started by 4 of Atari's old programmers, Al Miller, David Crane [Pitfall], Larry Kaplan and Bob Whitehead).

But even this was not good enough to save Atari's stronghold in the videogames market. Big changes were on the horizon. Changes that would see just about every videogame company rethink its strategy.

Want a tip...it came from the UK and would change the way we saw games forever. Nintendo did I hear Motorola and NEC mentioned somewhere, anyway I'm off to see if I can still clock my Atari Pacman...someone genuine a joystick!

AtariBaby

Bel You Didn't Know This?

Rick Mauer was the man behind the conversion of Taito's arcade smash SPACE INVADERS. He never programmed another game for Atari after he did SPACE INVADERS for the VCS. He is said to have earned only \$11,000 for a cartridge that grossed more than \$100 million. Todd Fry, on the other hand, has collected close to \$1 million in royalties for his widely criticized Atari PAC-MAN.



Intellivision's unique card that inserted in the gamepad.



The Intellivision 2 added keyboard to console.



The Atari 2700 with remote controllers that could be used from 30 feet (Disappeared mysteriously)

prove to be one of the videogames of the 80's.

It was a deal that was frowned upon by the big boys at Atari.

The man responsible for bringing PAC-MAN to Atari Joe Robbins, former president of Atari coin-op - was severely

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The Demo Scene

Last column was an introduction to demo coding in all its glory. But I skipped over some details which now need to be addressed - your choice of development tools. Tools - and by implication language and platform - tends to be somewhat of a religious debate, and as such generates more heat than light. Here are your options based on platform.

DOS

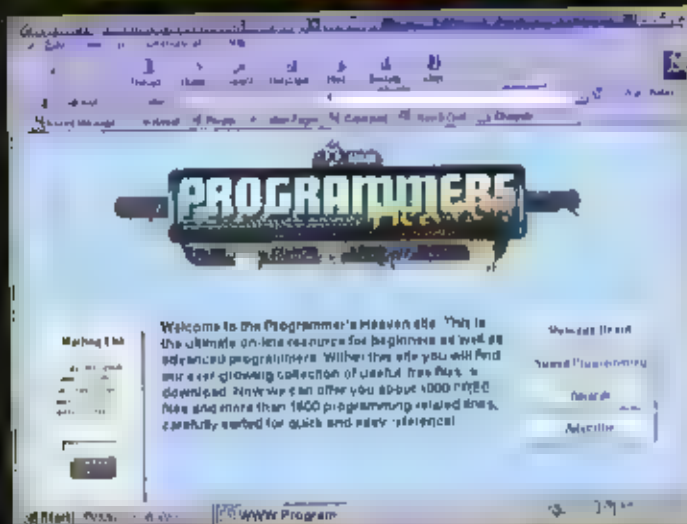
Good old DOS was where the PC demo scene was born and as such has plenty of options to choose from. Your choice of languages ranges from pure assembler in either 16-bit real mode or 32-bit protected mode. Choose the latter - it's a hard learning curve but one which won't restrict you to the horrible 64k limitations that tend to restrict demos. If you want to program in 32-bit assembler then your choices are three: Borland's Turbo Assembler (TASM), Microsoft's Macro Assembler (MASM) or the Netwide Assembler (NASM). The first two are commercial which means you have to buy them. If you look hard enough TASM is still on the shelves of some local retailers. I would not advise MASM - it's buggy and has a number of quirks that will get in the way of your coding. TASM is less quirky but costs money as well. NASM is probably the best bet of the three: it supports DOS, Windows, Windows 95/98NT and Linux (as well as host of other Unix variants).

To get started in the mechanics of 32-bit programming, I suggest grabbing one of the tutorials found on the URLs at the bottom of this article. You will need a library to provide you with some operating system and perhaps some graphics and sound functions. PMODE written by the legendary Tron is one of the best - free, fast and watertight. Famous 64k demos such as Drift, Airframe and Cyboman 2 were written using it as a foundation.

If diving in at the lowest level isn't for you then you can choose from a number of C and Pascal options under DOS. Borland C and Borland Pascal work fine as demo platforms - but again you'll have to pay money for

DEMO CODING HORSES FOR COURSES

PAUL FURBER CONTINUES HIS LOOK INTO THE SA DEMO SCENE. - PART 4



them. In the spirit of free software that pervades the Linux world, many tools that once existed there only are now available for DOS. Probably the best one is DJ Delorie's DJGPP - a 32-bit C compiler, pre-processor, assembler and DOS extender. It's free, it's not the fastest unless you have a really good machine, but it does produce very tight code.

Windows

Despite intensive pressure from the demo community, Windows is fast becoming an acceptable platform for demos. And you've got some development options with which to play. The first is Microsoft's own development environment - Visual Studio. The latest incarnation is version 6.0 - several hundred megs of development tools which address way more than the tiny niche of pure demos. It's also around ten grand so unless you want to rip it off (don't be a lamer), then it's going to be expensive to get started. Watcom C is an excellent and cheaper alternative for C and C++ development under the Windows platform.

Sybase South Africa have the local distributorship so give them a bell. Both cost money but luckily there is a

free alternative - similar to DJGPP but with native Windows support is in mind. Point your browsers at www.cygwin.com and take a peek at their development offerings.

I'm often asked whether demos can be written in Java or Delphi. The answer is yes, but don't expect the kind of speeds from either language that will enable those eye-popping graphics you want.

Linux

Demos on Linux are picking up nicely after a shaky start. Despite its reputation for unfriendliness, Linux is an outstanding demo platform. It suffers from the same disadvantages I outlined last month - multitasking slowdowns and large APIs - but the advantages more than make up for this slight loss. Most importantly, demos can crash without bringing down the whole OS. This might seem a silly thing to point out, but try whipping up some fancy routines of your own in DOS or Windows and see how long you can last without rebooting.

Also all tools are free and distributed with any standard distribution of Linux. Chances are - you have them already.

Links

Here are some links to get you going:
www.microsoft.com - nuff said
www.inprise.com - Borland have changed their name to Inprise so scout around here for more info on their dev tools
www.delorie.com/djgpp/ - home of the almighty DJGPP, the tool that Quake was written with.
www.hornet.org - as usual, the best jumping off point for links to the Linux and Windows demo scene pages.
www.programmersheaven.com - says it all really. Check out the Windows section in here.

Till next month -
Maverick

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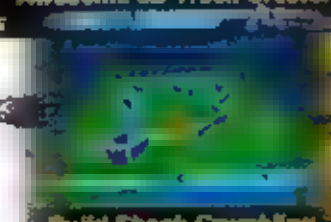
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Actual screenshots from PC and Playstation



FINALLY, TRACKS THAT ARE AS GOOD AS YOU ARE.

Preview Under Construction

Unusual materials

Half-Life is really unlike anything you've ever seen before, yet it has all the usual aspects that make any game of this kind work, but it's how it plays that sets it miles apart from all competition. The demo begins at 8:47 in the morning. You start the game on a small monorail train travelling to work. You can walk around on the train and look over the side while a pleasant female voice drones on about working at the



Early previews of games are usually enthusiastic affairs that highlight all the features and hype surrounding the subject in question. More often than not many of these features never materialise and the final product is a limp shadow of all its promises and potential. It was with great trepidation that the Half-Life - Day One demo was installed. With Unreal moving the first person shooter goal posts into a different stadium altogether, you have to ask yourself how much more life can be squeezed out of the ageing Quake II engine? If you've ever wondered which computer game you'd take with you to a desert island then wonder no more. **HALF-LIFE is coming.** *RedTide*

HALF-LIFE



First Person Action Adv.

Developer: Sierra

Publisher: Cendant Software

Datatec Crew

Tel: (011) 233-4076

RRP:

£

www.sierra.com

Black Mesa research facility. As you take deeper into the complex, the world of Half-Life unfolds before you - robotic vehicles move boxes and people scurry about the complex in their daily routines. The character you play is Gordon Freeman who is assigned to a top-secret research project deep underground in the decommissioned missile base at Black Mesa, New Mexico. There is no introduction movie and more importantly you aren't dumped in the middle of a conflict. This game dares to do something different as it flawlessly blends the story and the action into one incredible flowing experience.

There is no clear point where the opening credits end and the game begins. It's all part of the same thing. One minute you're performing mundane tasks and conducting a research experiment and the next everything is going wrong, people are dying and strange creatures seem to have overrun the complex. You must make it to the surface to escape this nightmare but, unfortunately the military have been given orders to kill everything, including you. So with deadly government forces above and a pit of alien filth below you have nowhere to run and no one to help, it's very much up to you alone to change your desperate fate.

Weapons - Armed with a crowbar you peer into the gaping jaws of something warm and hairy.

The weapons - my favourite part of the whole game. What would any game be without guns? Thought information is scant so we'll start with the most interesting weapons first. You get to use a spray paint can and with the clever use of game engine decals this little treasure will become an interesting conversation piece. With threatening messages on walls and multiple dead bodies with nasty graffiti, the rocket launcher makes an appearance but this time it's laser-guided where you point it will follow. All the usual weapons will make it to the final release version including a pistol, machine-gun, shotgun and crossbow (this is the weapon that you start the game with and it can be used to open crates and jammed doors). The total weapon count is currently sitting at 18. Getting a real gun is just part of the fun right in the beginning and you will only be able to secure a weapon by taking one from somebody else. Some interesting classified weapons are also unarmoured and if we're lucky we can finally get to use a flame-thrower. Other miscellaneous items include trip wires and a number of different grenades.

guards form the bulk of these interactions early on and their small talk and comments provide you with clues as to what to do next. The success and longevity of a game is often directly proportional to how

badly the player wants to know what's around the next corner. With a number of clever touches and intriguing story development Valve might just end up making this game the one everyone talks about over coffee in the morning. From what we've seen so far, this change of tact works very well and without a doubt this is one of the most intriguing games ever.

Half a whole isn't always half as bad

Half-Life uses the tried and tested Quake II 3D engine, but the developers have basically re-coded the engine and you'll find that very little of the old engine is left intact. Now just why should you get excited about yet another Quake II rehash? Fair enough question but here is a good idea as to why you should be trembling in anticipation for the arrival of the full



Hey anybody hungry?

Half Life (cont)



The graphics are truly a wonder to behold

game. First off the developers have upped the colour depth and now Half-Life will support 16-bit and 24-bit colour modes, what this means is texture variety and enhanced light blending. Overall the thinking is that when you combine all these elements it makes for a more realistic gaming experience (more colourful levels will be a welcome diversity to what we've all become accustomed to). The most impressive technological advancement is really a step backwards in one sense but a leap forward in another. Half-Life will look almost as good in software mode as in hardware accelerated mode. All the usual fancy trimmings such as translucency and coloured lighting, usually only available to owners of 3D acceleration will now be supported in software mode. What this means is that everyone will be able to see and play the game as the creators intended. Of course those of you with Open-G1, MMX or Direct 3D supported hardware will have something extra to brag to your friends about. While playing the demo it was hard to spot the nuances of the Quake II engine. It looks like the re-engineering of the game engine has produced a much better variant. Half-Life also uses dynamic surfaces to good effect (the term dynamic surfaces might not mean a lot to you now but just keep the phrase in mind when walking through water). The water texture will ripple and react realistically when and where you pass through it. Another advancement in the texture department is the use of decals, which are very similar to dynamic textures. Decals can best be described as temporary spot paint effects over actual map textures. Walls will blacken if exposed to fire and bullet holes will remain for the duration of the level, exposed pipes might even start rusting (think animated textures). An interesting use for this decal technology is the inclusion of spray paint as a weapon. The only real effect of this decal system, from what we've seen so far, were bullet holes and damage to walls from explosions which looked rather good, but offered nothing we haven't already seen. Exactly how Valve are going to introduce the spray paint into the game remains a mystery.



Friend or foe

If one thing will have people talking it's going to be the different creatures in Half-Life. There are some really strange looking bugs in this game which sort of

Preview Under Construction

pop and fizz into existence in a surge of electric blue arcs. With new skeletal and skin creature modelling techniques, again another result of tweaking the Quake II engine, anything is possible.

Besides the usual marines and government agents to splatter, Half-Life is offering a diverse assortment of things from beyond-the-portal to shoot at. The off the shelf stock cannon fodder for Half-Life comes in the form of Alien Grunts and Alien Slaves. These two are usually found in the same vicinity and will be your bread and butter enemies early on in the game. The pairing of the grunts and slaves is fairly unique and also offers us a glimpse into the artificial intelligence in the game. The Alien Slaves will blindly follow orders by their masters, the Alien Grunts. The slaves will often perform useful tasks for their masters such as living body armour or line of fire distraction devices. For example a swarm of slaves will flood a room and while you're busy pumping lead into their foreign body cavities, two alien grunts will attack from above while you're dealing with the decaying attack. Besides your common garden-variety monsters there are a number of bizarre alien creatures to deal with. They range from multiple eyed dog-like creatures that hunt in packs and use sonic weapons, to aquatic looking monsters that can be likened to multicoloured squid on legs.

There are two other character types in the game that actually help you to complete some of the levels and also move the story along. Scientists unlock doors and reveal secrets when they aren't being decapitated or mauled and Barney, your common basement variety security guard, who will assist you wherever he can. By talking to him you can get him to follow you around the level which proves very useful in certain areas.



Bug Technology

When running into or away from the monsters in Half-Life you might notice that they are not your conventional polygon based models but something very different. All the creatures in this game are made up from skeletal frames with a skin texture mapped onto those bones. This means that all creature animation in the game will be slick and smooth without compromising on frame rate. This translates into creatures with polygon counts over the 6000 mark as opposed to the usual 200 polygons. Besides all this the Half-Life experience promises revolutionary Artificial Intelligence although judgement on AI should always be reserved for the boxed copy. The behaviour of the marines towards the end of the Day One demo was remarkable to say the least, these guys operated like a crack

commando unit. When faced with two or more military soldiers you need to be on your toes or face certain death. Among the AI claims for the final game are team tactics used by the grunts and complex threat assessment behavioural routines. In the audio department some unique real time sound effect generation is also on the cards. For example the firing of a weapon will sound different outside as opposed to how it will sound in a small room. If Valve can deliver on all these promises then we might just have a new first person shooter king to crown and a revived respect for the Quake II engine.

Half-Life is taking shape quickly and if Day One is anything to go by then you really need to put some cash aside or ask Santa to leave a copy of Half-Life in your Christmas stocking. There are many new games arriving during this festive season and the one good thing is that you, the gamers, will be spoiled for choice. If Half-Life delivers just half of what is promised then we're all in for the ride of our lives.

Preview Under Construction

Like its predecessor, this title is, in its simplest form, a racing game. You drive as a social reject called Max Damage who has apparently been certified clinically insane for this sequel. The idea is to race around the various maps passing checkpoints and attempting to out-drive the opposition, who like you also have interesting names such as Mad Harry, Ed Jot and Bully Shirley. Now this might not sound very exciting but Carmageddon II has a few other interesting details that make it quite a different experience. With all racing games you need an angle on the action—make a dash for it. The game has a series of set-on-disc missions that went for high-speed aerial stunts and others take place off-road with motor bikes. The list is endless. The area that Carmageddon II forges is an endless, chaotic world of destruction. Inside a racing arena, it's different. It's a racing track with a series of checkpoints and a goal. You must use your wits best to destroy the opposition by causing its opponents' cars to gain points and time penalties. Each of the cars can take a bit amount of damage. Specially the truck, until they finally get out the mass exhaust from the engine. Starting to sound like you? Well, there's a reason for this kind of thing. In one way of another, to take the hurt in a good sport is a recipe. There is a well-known race of slow moving creatures called pedestrians. These pedestrians enter each of the race tracks and can also be washed for their extensions and points. The more outrageous the pedestrian, the higher the points. You can even get bonus points for taking out more than one pedestrian at a time. Some will be shocked, others will laugh with the natural intent and a few might even pass out. Ladies and gentlemen, welcome to Car Quake!

Living polygonal limbs and particle blood streams

Carmageddon II is a masterpiece of accuracy describing a killer machine. Now this can be interpreted in two ways but leave that to your own imagination. It's important to also remember violence aside that Carmageddon II has some of the most realistic vehicle physics I've seen in any racing game. All the cars behave correctly and you can perform handbrake turns and even the odds diagonal during quite times. The accuracy of the game work is far in this type of racing game due to the odd situations you'll often find yourself in. One minute you will be flying off the top of a building and the next you'll be driving underwater. The permutations are endless and the developers have excelled in the realism department. On a few occasions you can actually launch right off a building, turn a few times in mid-air and eventually land with a satisfying crunch right on top of another hapless pedestrian.

Postman's delight - The next time your dog runs out into the street when you're trying to park your car, show them these screenshots and watch the mortified expressions on their furry faces.



Stage one of the Poop Run



How many lives do dogs get anyway?



Can dogs join the mile high club?

CARMAGEDDON II

CARPOCALYPSE NOW



was ripped right down the middle. There was even one particular incident that has been imprinted in my mind, raising me to have a few sleepless nights. After plummeting into a wall and

It's 8:13 in the morning. Jeremy Mansfield is contemplating the result of a gorilla and human mating experiment and you sit there, (now very late for work) staring at the endless queue of cars. You squint through the dust and cringe in your seat as the stones and sand fly up next to you. Was that the third or fourth 'off road' vehicle zooming past you on the verge? It's a diabolical existence - If only there was something you could do about it. Well there is, but only when you get home later tonight. Carmageddon II is the ideal medicine to relieve tension and possibly avert a potentially nasty road rage incident.

RedTide

The technology of carnage

As far as technology goes Carmageddon II will support a large number of 3D accelerator cards, and we all know what this means - a clearer and more detailed windows and a disturbingly realistic pedestrian count on a screen. There will be 100x and 100x support right out the box which will ultimately result with frame rates of less processing power. Besides the wealth of the graphics many aspects

Carmageddon - The Movie

Don't get too excited. It's already in the dust in another way a long time ago. But if you're wondering where the developers might have got their ideas for Carmageddon and this sequel, then this should satisfy that enquiring mind. Way back in the mists of time around 1973 a few years after I was born in fact, a little known Italian actor by the name of Sylvester Stallone starred in a movie, I'm sure you either forgot about, called Death Race 2000. David Caravane was the man after playing Frankenstein and Stralium went under the handle. Get ready for this. Machine-Gun Joe Vito. It was a car-racing movie where the drivers got points for running down pedestrians. Death Race 2000 was directed by Paul Bartel who also directed the better known movie Cannonball. This is one movie that'll have you laughing, out loud and then glancing around nervously to see if anyone else thought the latest pedestrian hit and run was as hilarious as you did.

Carmageddon II Carpocalypse Now (cont)



How much for that doggie under my tyre



Good job for seathells then

Freedom of expression = Running down little old ladies what is this world coming to?

The first game attracted the kind of attention marketing people can only dream about. It was banned outright in the United Kingdom but not in the other 15 countries it was released in. It was celebrated by releasing the zombie or green blood version and substituting local pedestrians with the seemingly less morally contestable zombies. The publishers didn't stop there though and appealed against the banning decision. The appeal was successful and the Video Appeals Committee overruled the banning decision, something that had only happened 5 times in the committee's 11 years of history. The first one for a computer game. It was decided that the game would not have a devastating effect on society. Yes, you did read that right. A game. Nevertheless it was after the devastating decision of the Video Appeals Committee that the game was available unmodified on the internet. Days after the game was released anyway, proving once again that people will always get whatever they want from the internet. We'll wait with some caution to see how much social panic this most violent entertainer generates.

Sorry madam, it's your engine

For the sequel the number of new power-ups and



special abilities has increased exponentially. These specials and power-ups range from useful items such as extended time and turbo mode right to giant and even hellish killed pedestrians. For the full game there is talk of elephants and aeroplanes. With over 40 new levels and cars, some areas a larger variety of pedestrians, drone vehicles and animals—smash and avoid. Carmageddon II is shaping up to be a huge hit when it's finally released in November. At only 100p is a bit of distraction all the time you play there is never any urgency to do anything you don't really need to complete the race with in any given time limit because moving down pedestrians increases your time limit. However you do need to finish the race through to progress to the next map but it's not imperative to do so in a hurry. It's satisfying to destroy enemy cars for money but often you'll find your self backtracking just to kill a few more pedestrians (who wouldn't?). A tongue in cheek approach is required here. Making this game seriously will result in a prudish behavioural change. You have been warned. Carmageddon II isn't going to pull any punches. It's a game that describes the addictive quality of this game. It's a carefully balanced combination of carefully designed maps, superb vehicle physics and a deceptively simple need for excessive violence. Whatever the combination, Carmageddon II is going to blow big.

Carmageddon II - Carpoocalypse Now

Preview Under Construction

Remember Doom, the game that changed everything? If you do, then you might also remember Heretic. This fantasy adventure added a few interesting innovations to the Doom engine by allowing players to look up and down, fly and use magical items from an inventory system. Above all else though it was the Heretic deathmatch game that really drew players in and refused to let go until the early hours of the morning. You could play an entire five-hour game and only end up with about twenty kills between two players - it was a game of stealth and skill, with no weapons of quick mass destruction but rather a range of realistic fantasy theme weapons such as bows, staves and magical items. One thing that fans of the original game might remember fondly was the banter mode morph ovum. Collecting this mystical 'egg' gave you the power to turn your deathmatch foes into chickens, making them hard-to-hit but easy-to-try targets. So it is with all this in mind that we now look at the long-awaited sequel to Heretic.

Story

You play Corvus, the warrior off that defeated D'sparil in the first game. Just after the vile serpent ruler D'sparil died, Corvus escaped through a cyclic portal into a strange land caught in a perpetual twilight. D'sparil's ruler there for years. The death of the demonic overlord unfortunately didn't spell the end of your problems and now trouble is brewing back in the land of Parthoria (your hometown). A deadly magical virus has turned this once peaceful serene setting into a dark and foreboding hostile environment with creatures lurking behind every stone and bush. Even the humble townsfolk have been infected and now come after you with pitchforks. Your task is to rid the land of this infection by finding and destroying the source of the virus. What it all equals to at the end of the day is that you'll need to negotiate

Finding a niche in the overcrowded 3D-action game market is extremely difficult with so many eager hopefuls all jostling for prime position. Seasoned development team Raven seems to have found this elusive gap and are exploiting it with their latest project, Heretic II. Blending the use of a third person camera and an enchanted fantasy setting, Heretic II is going to magically cast its own unique mould in the ocean of mediocrity.



First Person Action Adv

Activision

Activision

supplier: Multimedia Warehouse
Tel: (011) 233-1076
R 329.00

www.activision.com



HERETIC II



Good, old Michelangelo drop by?



Proud to see sheep not working today?

the many different maps and challenges, killing everything that moves until it says the end, roll credits.

The game uses the Quake II engine to great effect and the first big change you will notice is the switch over from first person perspective to floating camera third person perspective. The game now looks very much like Tomb Raider but plays like Quake II. As Corvus negotiates each of the levels the dynamic camera follows his every move from above. Just behind his head, you can also fix the camera at a specific point and then run around the part of the level you can see. With some clever positioning you can gain a fair advantage in a deathmatch game by fixing the camera near a door, moving back and waiting. We were treated to an early Alpha version of the game and from what we've played so far the action feels awkward initially but after a few minutes of playing things start to gain their old familiar feel. Controlling your character becomes easy, but aiming takes a little longer to master. All the usual control keys can be customised and you will find that with a little perseverance everything starts to feel right. The game developers have opted for this odd camera style for one primary reason - special effects. The game features a huge range of special



SPIT. FIRE.

Jane's
COMBAT SIMULATIONS

WWII FIGHTERS



Previous Under Construction



Heretic 2 takes up astronomy.



Please no, could you do that somewhere else.



A quick dip never hurt anyone.

Heretic 2 (cont)

What's Come After?

the realm of light and magic. Some spells cause a ring of fiery hot death to spread out around the player and this would lose impact if viewed first person perspective style. Corvus also has a white crown of light.

stunning acrobatic manoeuvres that see him pole vaulting, performing back flips and even special attack sequences. Heretic II has also moved away from guzzle solving and embraced pure action. The emphasis is now on cutting a bloody path through the evil hordes while standing on one hand and juggling magical items in the other.

Monsters, weapons and things

Many of the original weapons and magical items from the first game will be returning in this sequel, especially the 'chicken spell'. Obviously everything has received a serious makeover and all the weapons are nothing short of spectacular. Your first weapon is a sword staff that, while useless as a weapon, proves useful when negotiating the levels. From here on in the Hell Staff makes a welcome return as does the Phoenix-bow that fires a golden bird-like projectile. Each weapon can be powered up using the 'Tome of Power'. Besides offensive weapons you will also be able to play with a few defensive weapons, such as the Ring of Regeneration, to foul your opponents. Ambient creatures such as flies and wasps also make each level a truly engrossing experience. The range of enemies is also impressive beginning with ratlike rodents and diseased zombie townsfolk and ending with gorgeous miniature dragons and exotic colourful lizard men. The artificial intelligence has also received some attention and now creatures hunt in packs with specially assigned leaders. Each level is crammed to the ceiling with monsters and tricky Tomb Raider styled sections with traps and lava pit ledges requiring some deft control on your side.

Deathmatch - but not as you knew it

Playing the early alpha release deathmatch game is truly a different beast to get to grips with. It is much slower and the lack of pace is a welcome change to the usual DM experience. The style of play is definitely reminiscent of the first Heretic in that it is more about stealth and prolonged wearing down of your opponents before delivering the final kill shot. Aiming proves tricky to master with the third person camera and you'll often end up using defensive weapons to murder your enemy. In the deathmatch arena Heretic II excels at creating the right kind of mood for the game and plenty of fun is to be had while playing against your friends.

So, after four long years the sequel to Heretic is reaching final development stages. The early release we looked at is certainly impressive and the full game should ship early December. We can only hope that the final game isn't going to be rushed out before Christmas leaving gaps and forfeiting thorough testing. If everything goes well Heretic II might just find its own special place in amongst the festive season rush.



This scene might bring a smile to a few faces. After decades of the first game will be happy to know that the hilarious Marph Ovan has made it into the sequel. The idea is to collect the egg and fire it at your enemies (human or otherwise) turning them into chickens. Victims of this spell fear not, the chicken can fight back and many a hero will tell you that one late from a morphed chicken can leave a nasty red stain. Check out the chicken's new look.



Red Tide



ONE OF THE GREATEST EPICS OF

ALL TIME ENTERS A NEW MILENNIUM!

IT'S TWO THOUSAND YEARS FROM NOW, AND EARTH IS LONGER DEAD.

EXTRATERRESTRIALS HAVE SUBJUGATED THE UNIVERSE TO BITTER SLAVERY. THE EARTH'S SURVIVORS HAVE ACQUIRED SPECIAL STATUS TO RESEARCH THEIR MEMORIES FOR SCRAPS OF HUMAN CULTURE.

THE HERO OF RING IS A SIFTED YOUNG HUMAN NAMED ISH WHO IS ORDERED BY THE RING TO PREPARE A PERSONAL JOURNALS. THE PRIZED HUMAN RELICS THE OPERA, THE WALKER, THE RING OF THE NISSELY. ADVENTURE BEGINS WHEN ISH IS BORN IN THE PASTORAL TERRA.

ISH EMBARKS ON AN INCREDIBLE SAGA AS HE DISCOVERS THE WORLDS OF THE RING AND REINCARNATES ITS PRINCIPAL CHARACTERS. ISH IS DRAWN INTO AN INTERGALACTIC PLOT FAR BEYOND HIS COMPREHENSION THAT WILL MAKE HIM EITHER A GOD... OR THE SAVIOUR OF HUMANITY.

- 22 3D CHARACTERS
- A THRILLING STORY
- MULTI-ROLE NONLINEAR GAMEPLAY
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Preview Under Construction

Will Microsoft's Combat Flight Simulator beat the opposition from Microprose's European Air War and Jane's Fighter Legends? After checking out the beta think they may have a winner.

The appeal of MS CFS is that it will be accessible to a variety of gamers... from the casual gamer to the hardcore WWII fanatic. For those of us who are familiar with Microsoft's famous Flight Simulator series the CFS, WW II Europe Series will be very familiar. The interface borrows a lot from the Flight Simulator series and in fact the sim is based on the same game engine. What is instantly noticeable however is that Microsoft have completely revamped the terrain graphics engine. In fact the terrain graphics are probably the best I have ever seen in a flight simulator and are nearly photorealistic.

The sim has six sections, namely Free Flight, Quick Combat, Single Missions, Campaigns, Multiplayer and Training Missions. Free Flight is the section you will enter when you just want to cruise around and admire the scenery without getting blown away by some roving pilot looking to become an ace. In this mode you can really look around and appreciate the great terrain graphics. Fly over London for instance and you will notice all the famous landmarks including the Royal Albert Hall, London Bridge and even Buckingham Palace. Hmm...wonder what would happen if I bombed that? Of course you can decide where exactly you would like to fly around and even your plane of choice. The various planes accessible to you are

Never before in the field of human conflict have so much been owed by so many to so few. With these words Winston Churchill immortalised the exploits of the Royal Airforce in defeating the German Luftwaffe in the Battle of Britain.....a turning point in the Second World War. Microsoft noticed the repeated calls for a WW II combat flight simulator and joined Microprose, Janes and many other developers in developing simulations of WW II aircraft. **Reaper**

WW2 Combat Flight Sim

Microsoft

Publisher: Microsoft

Supplier: Datatec Crew
Tel: (011) 233-1076
P

International Site
www.microsoft.com



The sim has two campaigns, Battle of Britain and Battle over Europe. Unfortunately neither is a dynamic campaign and both are scripted campaigns which is rather a disappointment. Since dynamic campaigns greatly enhance the replayability of a sim. However this indicates to me that we will see numerous add-on campaigns such as WW II Pacific Series and WW II Eastern Front Series (just like all the add-ons for Flight Simulator).

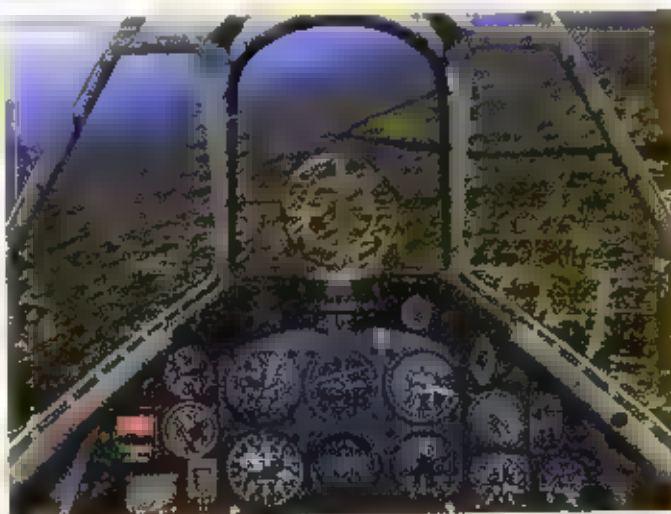
In the Battle of Britain you can choose to fly for either the Royal Air Force or the Luftwaffe. In Battle over Europe you can choose either the Royal Air Force, Luftwaffe or the United States Army Air Force.

Multiplayer is offered but unfortunately since this is a beta I could not check this aspect out. Training is offered via 16 training missions each with an interactive instructor talking you through the pre-flight video and the actual missions itself. Training teaches you everything from take-off

and landing to advanced combat moves such as the Split 's and the Yo-Yo and

ground attack. Now as regards the graphics all I can say is WOW! The terrain is the best I have ever seen. I for one could not believe that

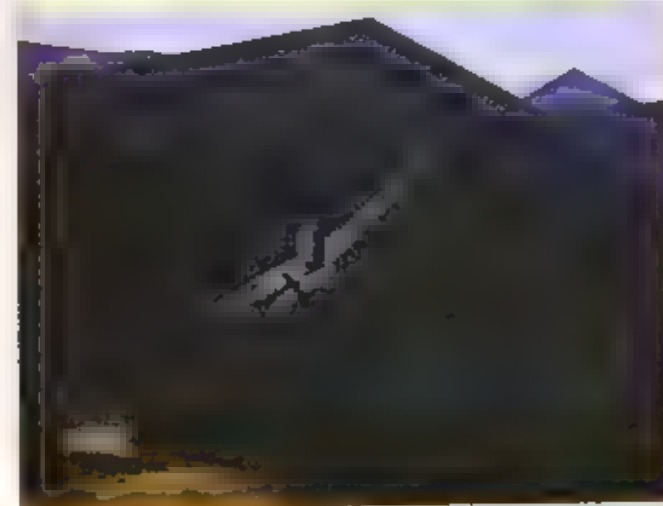
Microsoft could produce such good graphics considering I didn't think much of the terrain graphics in their flight simulator series. But it seems the big M have worked hard at the terrain and it really shows. The aircraft themselves do not look too bad but they are not as good as the terrain. Explosions look fantastic as does the tracer fire and smoke also



Internal cockpit details modelled exactly to add to the realism factor



Combat Flight Simulator (cont)



Typical Microsoft attention to detail brings the aircraft to life



As enemy planes are being ripped to shreds by your deadly gun fire, debris is scattered in realistic fashion

looks good. It is really cool seeing your bullets hitting other planes and seeing pieces of them coming off. In fact the damage modelling in this sim is pretty up to standard compared to some of the newer sims out there.

The sound in the sim is fantastic. You can hear bullets thudding into your plane, the torque, the rattling of your airframe.....everything in fact sounds excellent.

The sim is very configurable and you can chop and change vari-

ous options such as realism, views, graphics, control and sound. Microsoft has offered all the standard views as well as padlock views and Situational Awareness views which enable you to see schematically where the enemy is at any given time. Yes this may sound like a cheat but considering you do not have radar and depend on looking around to see the other guy which of course you cannot do in a sim then the situational awareness view is great.

The flight model of the planes feels right and this of course can also be configured as far as realism goes. So the hardcore pilot can crank up the realism of the flight model whereas the casual gamer can turn it down to make things easier. If you are used to flying sims with fly-by-wire jets with massive power and thrust then here comes a real learning experience. Trust me it is really difficult to prevent stalling at the crucial moment and getting the enemy plane into your gunsight is a lot more difficult than firing off a heat seeking missile. Yes this is real in your face combat.

There is a online help section also but unfortunately this wasn't implemented fully in my beta copy. Also I was not provided with a manual so I cannot comment on it but I have heard that Microsoft will be providing a comprehensive manual of approximately 200 pages.

Of course there are a few problems. The graphics are great as I've said before but this comes with a price. You will have to have quite a bit of horsepower in your PC to run this sim smoothly. I ran it on my lowly Pentium 200MHz with Diamond Monster Voodoo II 3D card and on this system there was still a bit of stuttering and clipping when the sim was loading terrain graphics. Oh well....time to upgrade again.

All in all after seeing the beta I am convinced that Microsoft have a winner on their hands. The reputation of their Flight Simulator series and their calling for gamers of all types and the renewed interest in WW II sims ensure that Microsoft will certainly make a killing with this new Combat Flight Simulator series.

The sim is expected to be released in October 1998, look out for our full review in an upcoming issue.



Electronic Arts Africa Sports 99 Round-Up

PART 1

Slip sliding across frozen water seems a little simple, especially for South Africans. But when it is a key part of the fastest sport in the world, ice hockey then the frame of mind changes drastically. Being an avid sports fan, no matter what the sport, maybe not quite like I found NHL99 to be one of the most entertaining sports titles to come out of the Electronic Arts stable.

If you are looking for quick paced action with superb realism of a sports game, then NHL99 deserves a look in EA's TV style presentation and Virtual Stadium design is what truly makes it stand out above everything else. I have seen, even though early in development and with a fair amount of tweaking still to go, the first impressions that sailed through my senses were awe inspiring.

Being a South African, enough of an excuse trying to work out rules of the NHL was made easier by the intuitive interface and wide range of gameplay options that allow the unknowing to play with little difficulty.

The game offers the standard EA move toward the 3D accelerated graphics, but has support for most of the graphic cards on the



market. What would a sport title be without commentary and NHL99 certainly does not disappoint. Timeous comments and humorous quips bring every game to life by the American style commentators that almost feels as if you sitting in the stadium.

Full NHL league support with intense stats on every player as well as the ability to create players and teams. The players even have their face imprinted on hockey player's head instead of plain rendered graphics. Even though the photo realistic photos are static and have a constant grin on their faces, it is a step in the right direction.

A few nice touches within the game had me in stitches. Firstly, you are a little rough on an opposing player and he retaliates, you are given the option of having a one on one brawl, fists and all. The players can upper cut, jab and punch, all the time while a health bar represents how well you are doing. You are also able to thump, bump and slap players and



even knock them right through the glass protection barriers around the field. NHL99 achieves something that very few games do, it entertains!

Even though Ice Hockey has very little support in our country, all sports lovers should take a look at NHL99 for a welcome alternative.



On ice reflections are just one of the many eye candy graphics features.



Full stadium views from all view points give the TV style presentation life.



The face off, or should I say gloves off.

Electronic Arts affiliation with the Madden range of NFL games has been a long and prosperous one, consistently being the leader in this gaming genre. It seems as though Madden 99 is set to continue this trend as it gets tougher and rougher with its opposition.

All the normal stats and information on almost every player in the NFL are readily available with pics and autographs to boot (just kidding about the autographs). The graphics has been spruced up in the full potential of your graphic card, meaning if you don't have a 3D card, get one. Madden looks great. Madden boasts 200 polygons per player and that is evident in the incredibly realistic player animations.

If you looking for a NFL game that simulates big hits and crunching tackles then forget about watching the Blue Bulls. Madden 99 is bone crunchingly realistic. There was still a certain amount of work to be done on the cups I



Line up the four-on-one crunch tackle. Eeeehhhhaa.



These big guys had better keep that brute off my ass.

had, but what could be seen was extremely impressive. The Virtual Stadium gives the feeling of playing in front of hundreds of thousands of spectators, even though the scene-based faces are blurry and unmoving. (Hey! Who is

aspect of the team, from drafts to picking the team. One Button Mode is an interesting new feature that helps rookies control new moves such as jukes, pump fakes & wrap tackles without getting to confused with what is transpiring.

So far it looks as if Electronic Arts are taking the NFL to the next level with Madden 99 but the final verdict will come from you.



I have been an extremely busy year for the EA team of developers from Electronic Arts. With FIFA 98 and World Cup 98 coming out in a very short space of time because of the potential killing of the World Cup, we have been kept very busy with giant leaps being made by EA in making their FIFA franchise bigger and better. Now that the fever has dissipated we are itching for more and with the South African sales figures for WC98 breaking all the local records, we are anticipating greater things.

After fighting off the hoards of potential previewers I can safely say that FIFA 99 has improved from the viewpoint that I have taken. We cannot expect too much of an advancement on the graphical side (WC98 is the defacto looker) and from what I could make out it is almost identical. Certain areas have been touched up to make the graphics look smoother and more life like. The animations and player reactions are eerily more realistic than before.



Fortunately I hit the crossbar 6 times. Liverpool Rule!

This may not be great advancement but certainly adds to the overall feel of FIFA 99. The main claim to fame of FIFA 99 is the full European league support, with all the players and all the cups. You are able to play in all the big

the evergreen commentary of John Motson is back, this time with fresh comments and seemingly better timing and artificial intelligence. Even though my copy of FIFA 99 was fairly early, I was surprised to hear the intuitive comments being well placed and correct. Very little voice pitch changes were made during the saving of the names and even though it is difficult to stop repetitive comments, FIFA 99 does change the amount of them for the better.

Generally I have seen many FIFAs come and go, each I played with great enthusiasm. FIFA 99 does look to add to that list and even though your cupboard seems full of EA soccer sims at the moment, it will most certainly become another addition to your precious collection.



The Merseyside Train, all aboard.

European Competitions with your favourite team vying for top honours. All the new players have been updated for the new 98/99 season including the York move to that other side. I only remember the better sides such as Liverpool and the golden boy, Michael Owen (his sentence should get the mailboxes going). There is also a surprise non-European league supported, the Brazilians. I suspect I am trying to cash in on the fanatical support for the game in Brazil, obviously hoping to sell tons of units to unsuspecting Brazilians. I say unsuspecting because the Brazilian teams have been giving terribly low stats (even lower than our South African team) making them bad candidates for potential world beaters.



Life Simulation: Creatures 2

38

REVIEWS UNDER FIRE

Sandworms of the Far Future

Many of us remember, with some nostalgia, Westwood Studios' first-ever real-time strategy game, that classic called *Dune II* for am I now revealing my age? In fact, that title gave birth to the entire genre. And for years, some of us have pined for an updated version with multiplayer support and newer graphics and sounds. Well, here it is at last.

For those of you who are not familiar with Frank Herbert's *Dune* universe, the action takes place on the desert planet Arrakis, otherwise known as Dune. Only two native life forms exist on this planet - the gigantic sandworms, which often grow to a length of several hundred miles, and which can swallow the largest tank whole, and the Fremen, humans who have adapted to Dune's harsh environment. The only other remarkable thing about Arrakis is the abundance of "the Spice" Melange, which is not found anywhere else in the Universe, and is highly prized for its psychoactive properties. The Spice is required for interstellar space travel, and other essential applications. "The Spice must flow!"

Three houses arrive to contest control of Arrakis: the Atreides, the Harkonnen and the Ordos. You play the part of a commander for one of these armies. You must harvest Spice in order to finance your war effort. As in the original classic, you get to upgrade your production facilities in order to build more advanced units and structures.

New units added to the game include the engineer (very much as devastating as in *Command & Conquer*), unlike the Red Alert version) and the thumper Infantryman, with which you can lure sandworms to your enemy's spacefields. There are also two stealth units available - the Atreides Fremen, which are stealthy Infantry who carry guns that are very effective against most target types, and the Ordos Saboteur, a stealth-capable demolition expert. Both of these units are trained at the highest tech-level only (requiring a Palace, the most advanced structure in the game) and taking a set time to train. However, although they are relatively slow to produce, they cost nothing!

With *Dune 2000*, Westwood have revived the *Dune* cult, but what is it actually like?

Red Alert in Fremen Clothing
Westwood have opted for economy in development, and have not designed an entire new engine for this game.

Real Time Strategy	
Min Required	Recommended
Pentium 80 Mhz 16 MB RAM 4 X CDROM 2 Mhz SVGA Video Card 100 Mhz Hard Drive Space VGA Compatible Win 95/98 (DirectX 5)	Pentium 100 Mhz or higher 32 MB RAM 8 X CDROM 2 Mhz SVGA Video Card 100 Mhz Hard Drive Space AVX64 Win 95/98 (DirectX 5)
Westwood Studios	
Electronic Arts	
EA Africa	
Tel: (011) 803-1212	
R 299.00	
www.dune2000.com	



graphics, and so the feel of the game remains fairly true to the original, and Trikes and Quads in particular bring back memories. Landscapes and terrain are appealing, if not particularly breathtaking (Westwood's main innovative research is currently being invested into *Tiberian Sun*.) A very nice touch, however, is terrain that can only be crossed by Infantry. While the original (*Dune II*) featured rock patches (traversable only by Infantry), the new *Dune* has been expanded to include paths and ramps that are impassable to vehicles.

A few new touches have been added, in order to meet the ever-growing demands of avid gamers (i.e. us) Missile trails and

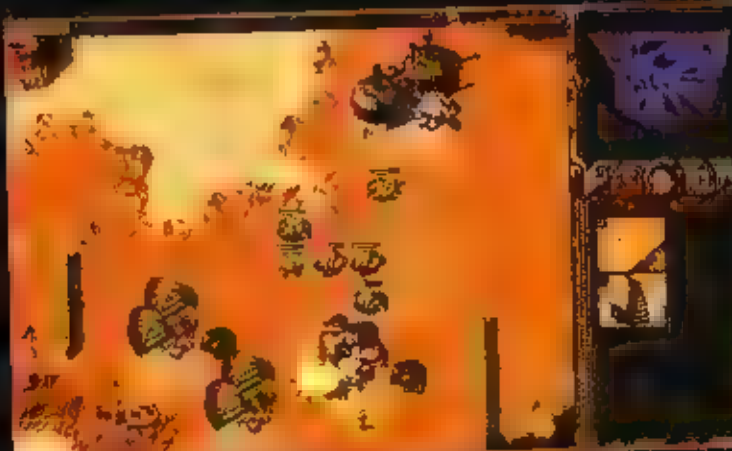
DUNE 2000

rather choosing to revamp and upgrade the Red Alert engine. The unit graphics are spruced-up versions of the original *Dune II*.

explosions use partially transparent rendering and shed some illumination, and exploding buildings throw debris around, which inflicts damage on anything it lands on.

Sound effects are based on the original's, as is the soundtrack, which is moody and atmospheric. Unfortunately, music does not play in multiplayer games (presumably in order to maximize performance, though the option to enable it would have been preferable.) Sounds have a slight quality, enhancing the sense of foreboding during single-player campaigns.

Total war!
The most crucial aspect of any game these days is the multiplayer capabilities. In *Dune 2000*, you have three Houses to choose from, and many game variables can be tweaked, including the



Westwood's Red Alert graphics upgrade *Dune 2000* to the 3D level.

Dune 2000

(cont.)



The man points his hand for better camera shots.



Isn't your mother dear tell you it's not to point fingers.

Sandworms activity levels (which vary from "off" all the way to "high".) Diplomatic options are available, so alliances may be forged or broken. The basic units of all three sides are identical, unfortunately, and it is only at the higher tech-levels that differentiation starts. Nonetheless, play is smooth but intense, the only downside being the lack of music in multiplayer. The pace is slightly slower than *Red Alert's*, for

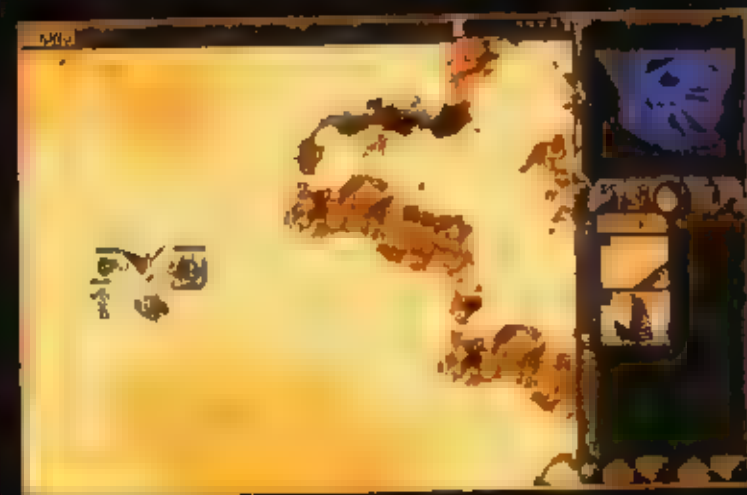
instance, but makes for long and deeply engrossing games. Internet play is also supported on Westwood's online.

As always, Westwood have produced impressive cut-scenes for their game. The introduction is a full-voice version of *Dune II*'s intro sequence, with some additions, and all briefings are videos, a la *Command & Conquer* and *Red Alert*.

ing, *Dune 2000* is a very worthwhile buy. However, strategy veterans may find that it offers little in the way of innovation. The control interface will be very familiar to any who have played *Red Alert*. It remains to be seen, however, whether *Dune 2000* suffers from *Red Alert's* main flaw, namely the dominance of one unit type over others (in *Red Alert's* case, tank-based strategies could not be beaten by other tactics.) In an attempt to prevent this, and therefore encourage usage of as many unit types as possible, Westwood have enforced a ceiling on production speed increases due to multiple production facilities. Furthermore, as noted previously, some units can only be created by Infantry.

All in all, *Dune 2000* is a well-turned-out game, very entertaining in multiplayer, and with well-designed single player campaigns (which, incidentally, offer three levels of difficulty.) It has particular appeal, as a trip down memory lane, for die-hard *Dune II* fanatics (like myself), who will suffer a noticeable shortage of sleep for at least a few weeks.

Long live the fighters! (Now I must go back to bashing Harkonnens!)



Another unit becomes a sandworm's snack.

The dramatics are very reminiscent of the *Dune* movie from the early eighties.

In order to rate this game, we need to take into account two types of audiences. Firstly, if you are either a fan of *Dune II* or new to real-time strategy games

RAVEN/DC

Dune II gets revived in the form of *Dune 2000*. New graphics, FMV cut scenes and familiar interface makes this a must for gamers of yesterday that want to relive the first game. A few new ideas have been implemented as well. It does however not compare to today's top strategy games but will run on a low end system.

67 76 80 82 72 85

www.dune2000.com

TCMF Internet
 1PKSPX LAN 12-GI

Command & Conquer
 Dune II

+ Faithful To The Original
 + Great Soundtrack
 + Easy Control Interface

Few New Ideas
 Some Graphics Dated

OVERALL RATING

77

The birth and subsequent growth of a new genre is truly a rare event. In the past few years we've seen very little innovation and inventiveness from computer game developers. No matter how hard they try to bend and shift the consumers perception it always boils down to the same old code, the only things that change are story, graphics and sound effects. It is with this in mind that we now welcome with open arms something that dares to be a little different. - **RedTide**

1st Per/Strategy/shooter

Pentium 133 MHz
16 MB RAM
4 X CD-ROM
1 Mb SVGA Video Card
100 Mb Hard Drive Space
Win 95/98 Sound
Win 95/98 DirectX 5

Pentium 166 MHz
16 MB RAM
4 X CD-ROM
1 Mb SVGA Video Card
100 Mb Hard Drive Space
Win 95/98 Sound
Win 95/98 DirectX 5



thing we've become accustomed to and throw it out the window. Urban Assault is the third successful offspring from

have also joined the battle for Earth. It is once again your task to save the day with this kind of scope you know you're in for one hell of a ride. Earth needs to be saved the aliens must be kicked off the planet and everyone is looking to you for answers

Host Station

Your seat of power in the game is the Host Station, a large floating base of sorts, capable of creating numerous items of military hardware

this genre hybridisation and much like Intel processors and 3D cards, things just keep getting better with each release.



Real Time First Person Strategy Shooter - Phew!
Urban Assault slots with quar z-like precision into a new emerging genre. Real Time Strategy games like Red Alert and Total Annihilation, and First Person Shooter games like Quake II and Unreal have given birth to a new breed of game. It was a logical section the evolution of computer games and the formula is simple take the two most popular selling types of games and combine them into something new. Urban Assault isn't breaking any mould here what it does though is add a and improve on his new game. It may quite a bit initially was with great reviews and admittedly a little enthusiasm and we first looked at it rising and then the intensive battle zone. Both games followed this new gaming concept and took every

ve officially given up my crusade against poor stories in games. The psychoblast in my head said I should give in to my anger and that I should cry and wail and these petty flaws in plot lines and stories. The surge on said he should it okay a bit of violence will get hat birdpan out in no time. Anyway guess who needs to save the world against Mankind has made a few nasty mistakes in the past with Hiroshima and Windows but none like the Big Mistake spoken of in Urban Assault. The oceans have effectively been destroyed and nuclear wars have ravaged the land. The few humans left on the planet are forced to live under huge dome-like force fields to escape the inhospitable outside world. Humanity is split into three separate warring factions - each blaming the other for the destruction of the planet. Adding to this messy scenario two alien races

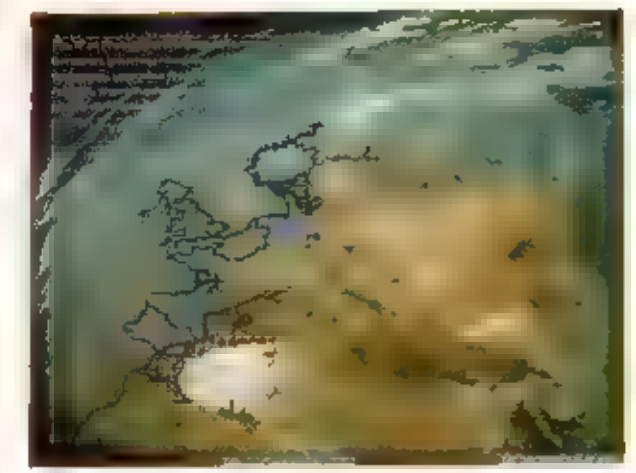
help, command centre and even zones equipped with defence cannons which you can also control by actually jumping into them. You begin every game with a detailed mission objective that highlights key sectors on the map to conquer and any major enemy bases. Should you decide to accept the mission you will be virtually transported into the 3D game world. You normally start out with a few units and a limited view of the surrounding territory to reveal more of the map you must send out units such as scouts (Command & Conquer style), using the transparent map overlay. Much of the game can be played in this way but when the action heats up it is strongly recommended that you jump into one of your vehicles and control things directly in 3D-shooter view. Once you have eliminated the enemy threat you can return to the Host Station and continue managing your army from afar. As the game progresses you can capture technology upgrades which bolsters your repertoire of vehicles. The common theme on most missions is to find and capture power stations by exploring the map and conquering sectors. Once you've found and captured the power sta-



Ancient tanks.

Urban Assault

(cont)



Here you choose which mission to take next

tion you then beam your Host Station to this power source in order to create more units. With all your new shiny units you begin hammering the enemy into submission, destroying his Host Station



and then beaming your Host Station to a Beam Gate. The only way a vehicle is completed is to beam your Host Station to a beam gate, advancing you to the next mission. While all this is going on you can be your own saviour of hard drive space that the bad guys are doing the same with a few opposing forces on the same map this can turn a quiet blood bath

So is it any good then?

Microsoft has now officially become a very serious player in the games market. Gone is the perception that they only make good flight simulators and golf games. With their recent foray into the Real Time Strategy domain (Age Of Empires) and now



You must jump into your units during heavy battles for a winning edge

this genre mixing concept, Microsoft is definitely here to stay and be taken seriously. Urban Assault is a fast paced, high-speed action game that combines many different ideas into one fabulous experience. Fast 3D maps and vehicles

never slow down to a crawl even when there are over forty units on the screen. The first few missions are relatively easy but from about the sixth map onwards you need to jump into your own vehicles to make the vital human difference to winning battles. The enemy artificial intelligence is average and the game sometimes resorts to sending an endless stream of enemy vehicles towards your base. Your control of the vehicles is easily achieved using the mouse and keyboard but the game is optimally designed for use with Microsoft joystick obviously right? It has been a while since we've had to find fault with a game. Urban Assault has a few minor flaws that are quickly forgotten once

you're well into the game. The controls system is a little erratic, especially when jumping from a tank into a helicopter but other than that it is fine.

One thing that deserves a special mention is the finely tuned developers web site for Urban Assault. It has to be one of the best Internet sites I've seen in a long time. It's simple, clear and effective at giving you everything you could ever want. You can find it at <http://www.terracools.com/urbanassault/up> one him.

There is so much to this game from the superb material to the glorious visuals. Urban Assault manages to capture both the atmospheric feel of a post-apocalyptic Earth and the fast paced action of a total conflict. There is strong emphasis on the importance of strategy in this, but it is definitely not a lot more over to the action side of things. So if you like action games with a fair amount of resource management and strategy Urban Assault won't disappoint.

Urban Assault is hard to summarise. On one hand you can't really fault it for anything but on the other hand it doesn't blow you away with anything. It's a safe bet in every respect and you will enjoy playing it, but you won't take it out in five years time and say, "Urban Assault, now that was one hell of a game!"

TEMP 133 MHz
16MB RAM (2-4)
Serial Cable (2)
Modem 28.8 Kbps

1st Per/Strategy/Shooter
Test Drive 4

Innovative
High on Action
Moody Graphics

Consistent
Just a Top Ten Difficulty

83 81 77 65 71 87

www.microsoft.com

OVERALL RATING

77

Real Time First Person Strategy Shooter: Urban Assault

Real Time First Person Strategy Shooter: Urban Assault

REVIEWS UNDER FIRE

Standing on the 7th hole at Pebble Beach Golf Course with a Pitching wedge your hands, the wind blowing slightly at you from your left. A deep bunker stands in front of the green itching to bury your ball in its soft powdery sand. The small green allows very little margin for error as the steep bank behind the green descends into the ocean. You step up to the ball and place the clubface behind it - the thoughts echo through your mind to check your alignment and posture. This will be the moment of truth, only one more thing to do - let rip Tiger Style! - **Storm**

You may never truly experience this in your lifetime but Tiger Woods 99 allows you the opportunity to feel the moment as it should be, just you against the elements. As with the entire PGA Tour Series you have a choice of eight PGA Tour Golf Professionals to play with, only this time the awe inspiring Tiger Woods is available to hack away with. Nope no Tiger 11s, even though he is the best golfer on the planet, but even if most of our golfers are not Tiger, Tiger's splat is all over the game and EA certainly made the most of the hefty licensed that was paid to add the star golfer. He even makes cameo appearances throughout the game, giving a few Tiger tips that come in handy if you are a newcomer to golf.

Graphically TW99 is actually quite disappointing even though it boasts 3D Acceleration via DX and Direct 3D. EA states that it's the first ever golf game to have this feature, but has made actually goes to Actual Golf 2 from Graphics Interactive, even though it cannot be considered to be close to a golf sim. Nevertheless TW99 does not take full advantage of the capability of the hardware and this can be seen from the offset with the terrible clipping of the ball, the line, the green, plant life has always been a thorn in the Golf Sim's side but surely the developers should be able to learn from Jack Nicklaus 5 and Jinks 15 who have done a great job of bringing the shrubs to life. Another graphical disappointment is the water, which seems to partly utilize the acceleration and then in the distance becomes a solid spilt, maybe a look at Unreal II Quake might have saved his reputation. Fortunately these graphical glitches don't affect the gameplay in anyway, but with the standards that are being set there is very little room for error. It must be said that certain graphical delights are a joy to watch, such as the fiery Tiger as he hits the sweetly timed Tiger Shot, the puff of the sand as you execute a bunker shot and the divot being removed with a wood because of a miss-timed shot. These touches simulate the game of golf correctly and add to the feel of actually being on the course.

TW99 has heaps of gameplay and is more of an arcade type golf sim than a true golfing simulation. Gamers that enjoy the sport will

Golf Simulation	
Min Required	Recommended
Pentium 50 MHz 12 MB RAM 4 X CDROM 16-bit Video Card 120 Mb Hard Drive Space Windows Comp. Sound Win 95/98 DirectX 5	Pentium 200 MHz 64 MB RAM 4 X CDROM 3D Accelerator 300k etc. 1.3 Gb Hard Drive Space DirectX Compatible Sound Win 95/98 DirectX 5
Developer: EA Sports	
Publisher: Electronic Arts	
Supplier: EA Africa Tel (011) 803-1212	
RRP: R 279.00	
International Web Site www.easports.com	



certainly pick up the playability quickly without many hassles, mainly because it's very similar to the previous PGA Tour Pro series. As for beginners, you will enjoy the



As you can see Tiger is plattered all over, must make full use of the license.



personal golfing bible.

The TW99 swing interface is one of the best I have ever seen in a golf game. It has everything available in one section of the screen and therefore makes playing the game faster and less frustrating. This is one of the game's aims. You can play a full round of virtual golf in 10 and 30 minutes. Just think you can do it in around 25 minutes because of the new Fast Play feature that cuts out all the tedious in-play menus that normally have you searching for the OK buttons. This menu does not expand on the game in anyway but it does add tremendously to the gameplay.

Tiger also features a unique TV style viewing mode that had my jaw picking up the ball in the corner. It allows the flight of the ball in full screen in such a casual manner that you would be excused for thinking you were watching the Ryder Cup. Crowds follow your golfer around in an attempt to create a realistic

environment, but with little effect and appalling representation. The crowds get bigger and smaller depending on the state of your play, mostly smaller in my case. The ball dynamics continue the high standards of PGA Tour Pro but do not compete with the Jinks and Jack Nicklaus range of sims. This may sound a little confusing but I consider the latter to be true simulations and Tiger to be slanted more towards the arcade golf style.

What has changed between PGA Tour Pro and TW99 besides Tiger and the 3D Acceleration? To be honest, very little. The only difference is the difficulty of the gameplay, mostly on the putting green. The putting lines are work, but if you wish to play on Pro mode then this is disabled. This makes the putting a lot more difficult especially on the downhill putts, but for who said golf was easy.

Four courses come standard

Tiger Woods 99

(cont)



The crowds surround the green in tournament fashion



The trademark Tiger Woods fist punching are ever present in this golf simulation.



The strong finish that we all should mold our swing on

with TW99, one of which being the enormous Pebble Beach Golf Course, but is a test of any virtual golfer's ability to play on a course that has no mercy for the miss timed shot. An auxiliary disk is provided and can be used to add additional courses and golfers from previous games in the series. The only problem I found was that the old cup design (blurred and unrealistic) was kept for the cup, a slight oversight that may be corrected in a patch.

If you looking for multiplayer then TW99 is a great option, offering everything from LAN, CHAT, IPX to Internet play. I will consider the EA Sports Online Golf tour to be the best in the world, mainly because it's free, but also because it has good bandwidth. Unfortunately, as soon as the online servers started the internet tour, the upgrade patch put out to allow access wouldn't update our version of the product. Quite annoying, especially if you buy the game patch for online play. By the time of going to punt I still had not received a reply from the EA Support line. If I receive any

information regarding this problem, will post it in the new issue of New & Bytes.

Finally when comparing TW99 to other golf sims it really only takes advantage of the Tiger syndrome and his bells and whistles and very expensive. If you are looking for a true realistic golf sim then look else where, but if you are after a fun quick arcade type golf game then TW99 will fit in admirably. TW99 does not pretend to be the definitive golfing quick in the game, but watching the swing of Tiger does make up for that in a big way. Hopefully we can see something with EA in for a change now that's a swing to ender a game. In After all this golf talk I have a craving for a few hours on the golf range, virtually mean TW99's driving range will just have to do.

www.easports.com



Tiger's balls and whistles are the main attraction in this arcade style golf game. 3D accelerated graphics simulate the game extremely well, but graphical glitches plague the score. Superb gameplay and playability strikes the game sweetly leaving you with a quick but satisfied feeling of just having played a entertaining round of virtual golf.

73 75 87 NA 85 90

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Back Midweek Links LS

Excellent Interface Better Difficulty Levels Quick Arcade Type Play

Graphical Glitches Internet Patch Problems

OVERALL RATING

82

REVIEWS UNDER FIRE

Hunched over the keyboard, fingers poised above the keys while intently watching endless lines of text. This was recognised as the 'classic' adventure player pose. Today this image is slightly different - now you sit back with a blank look on your face while randomly clicking on the screen, hoping something will happen. - **RedTide**

I will always fondly remember my first few text only adventure games for one reason and one reason only - I relied utterly on my imagination to create the world I played in. It's like having a fantasy the second you live out that fantasy it loses all of its allure. Adventure games today have embraced technology and put it to good use. We have Riven, an opulent graphical wonderland presenting a foreboding challenge to anyone dumb enough to buy it. It was however a game called Blade Runner that finally redeemed this genre and let players gasp for more. Besides a few notable exceptions nothing much has tickled my brain like Starship Titanic has.

Hitchhikers guide to the back of your brain

This is the second outing into the realm of adventure games for Douglas Adams, who first gave us Hitchhiker's Guide To The Galaxy in 1985, a text only game which had me scratching a bald spot on my head for many weeks. We were introduced to Marvin the paranoid android and the entire cast of characters from the book. The puzzles were logical with a serious wacky edge to them. Now many years later I have another masterpiece from Douglas Adams and this one has all the trimmings of any recent adventure, and excels in many other areas. You'll also find you laugh most the time, which can't be a bad thing.

The game begins much unlike any other you've ever played before with a space ship crashing through the roof of your house. Before you can take a dust filter breath, Fetcher the DoorBot enlists your help to find out what is wrong with the Starship Titanic on her maiden voyage. Will history repeat itself and can you save the day? These and other questions demand answers and all you can do is point and stare. Starship Titanic is a unique experience and will have you captivated right from the first scene. On your way up to the main lobby the DoorBot will briefly outline the problem you need to solve. The Starship Titanic has a few problems and it looks like the central computer running the ship has been lobotomised. It is up to you to figure out what is wrong and how to make everything work again.

Adventure	
Min Required	Recommended
Pentium 100 Mhz 16 MB RAM 4 X CDROM 16 Bit Video Card 60 Mhz Hard Drive Space DX's Compatible Sound Win 95/98 (DirectX 5)	Pentium 133 Mhz 16 MB RAM 4 X CDROM 16 Bit Video Card 1.3 Gg Hard Drive Space DX's Compatible Sound Win 95/98 (DirectX 5)
Developer: Digital Village	
Publisher: Simon & Schuster Interactive	
Supplier: Incredible Connection Tel: (011) 806-8400	
RRP: R 329.00	
International Web Site www.starshiptitanic.com	



going to finish this game. The interface is intuitive and if you've played any other adventure game within the last year you'll

feel instantly at home. The one unique thing about Starship Titanic is the text parser. You will be able to type in your own responses to the different characters and more often than not they will react intelligently to your incoherent babbling. This use of text without dialog branches is a nice nostalgic trip back to when adventure games relied solely on text and imagination. It broadens the horizons of the game and makes for a different experience each time you play.

Puzzles

The problem with some adventure games is that they never let you get anywhere without a strict list of must do tasks and must have objects. This game allows you to explore freely and only really offers its first puzzle about fifteen minutes into the game. If you don't count getting to grips with the interface as a puzzle, your first room is an entire conundrum in itself. But the action doesn't get too tough too fast. The solution is also more open and you don't need to complete everything in a specific order. The example here is just a little glance into the workings of the game. Early on you will enter your room, the idea here is to watch the television. The room is a

cute order. The example here is just a little glance into the workings of the game. Early on you will enter your room, the idea here is to watch the television. The room is a

Personal Electronic Thing

Following the click on everything until something happens technique won't work in this game for a number of reasons, the

biggest reason being that you'll need to use your keyboard to solve this adventure. No, really, a keyboard you

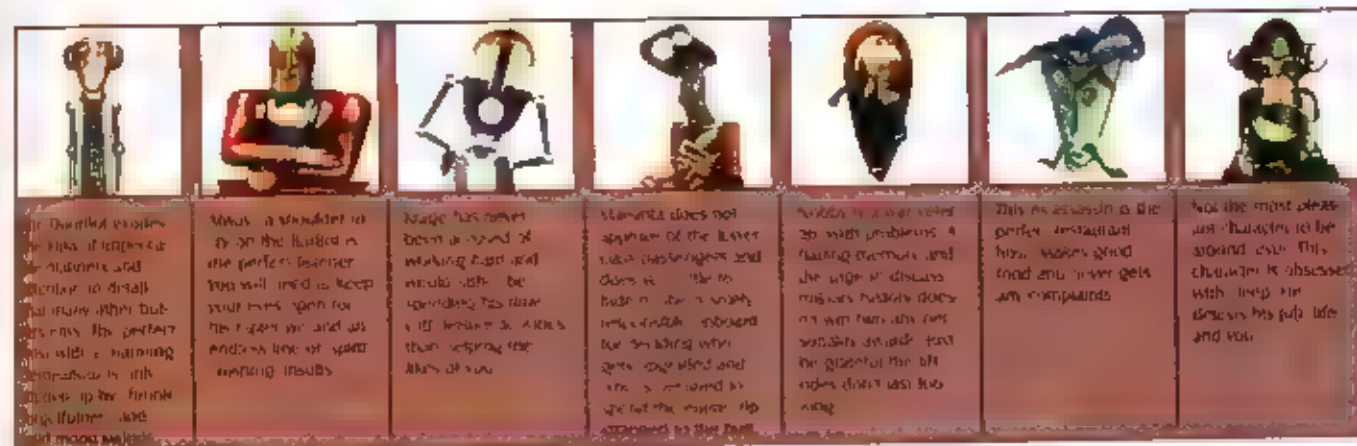
old read it right. Right at the start of your game you are given your Personal Electronic Thing (PET). It is with this device that you will interface with the game. The PET has 5 different modes and each mode needs to be mastered if you're



With a waiter like this, who needs alcohol?

Starship Titanic-

(cont)



complex puzzle of opening sections in the wall. For instance you must first close the personal hygiene console before opening the bed. Only once the whole room has been reshuffled can you watch the TV and solve the first real puzzle of the game. Getting a class upgrade. It's fun and satisfying because the solution is right there and the deductive reasoning that goes into solving a puzzle is rewarded.

The game isn't perfect though and two minor problems stop



Starship Titanic from taking gold. It's a touch dull often you will be wandering around the ship and it almost seems as if you're totally alone on this cruise - it might be in-line with the premise of the

story but it does feel weird. The other gripe is the text parser, although being one of the highlights of the game, your questions sometimes generate silly and meaningless responses.

By throwing convention out of the window introducing a multitude of wacky characters and taking on the role of humour, Starship Titanic is something special. Anyone who enjoys a good adventure game will find this title intriguing. The best part about the whole experience is you will often find yourself laughing out loud.

So who is this Douglas Adams anyway?

It all began with a radio series called The Hitchhiker's Guide to the Galaxy which developed a cult following and later became a best selling book. The series soon grew and eventually became five books in total with names like So Long And Thanks For All The Fish and Mosh, Harminx. With sales in the millions his books have been read by many people around the world. It was in 1985 that Douglas Adams teamed up with information and created the adventure game Hitchhiker's Guide to the Galaxy, a game notorious for deliberately lying to the player. Currently Adams is working on a few other computer-based projects and as a founding member of the Digital Village (<http://www.dv.com>) he is perfectly positioned to unleash the creative might of his warped mind onto the unsuspecting public. Look out for his latest book, Starship Titanic, coming soon to a planet near you.

AVAILABLE AT



(011) 806-8400

Starship Titanic breaks the mould in more ways than one. It might not be everyone's cup of tea but for any hardened adventurer fan this game goes a long way to make the rumour that the adventure is dead. Village Douglas Adams is every man.

www.starshiptitanic.com

None

Excellent Graphics
Text Parser
It's Funny

OVERALL RATING

87

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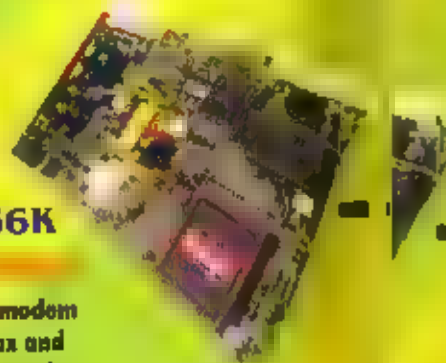
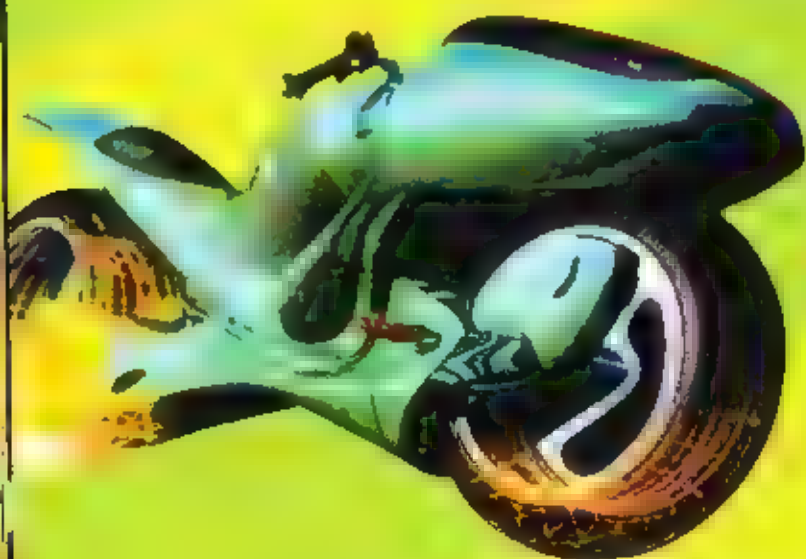
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REVIEWS UNDER FIRE

Imagine the F22 Raptor, ultra-fighter jet of the 21st century. Imagine the Gulf War. Match the two and you have Total Air War. - **Reaper**



Total Air War models exactly what it says. It does...a Total air war. The aircraft which is modelled is the new 21st century American stealth fighter jet...the F22 Raptor. There are a plethora of F22 sims out there but let me most emphatically state that TAW is the definitive F22 sim. It is the most realistic F22 sim on the market and beats like opposition hands down.

The sim installed very easily and gave me no problems whatsoever in this regard. It needs approximately 280 MB of harddrive space. It supports both Voodoo II technology and Windows 95. The minimum specs are a Pentium 166, 16 MB RAM. The recommended specs are Pentium 200, 32 MB RAM and a 3D card.

The box includes a 326 page manual!!! But don't panic because a great portion of the manual is devoted to a reference guide to all the aircraft found in the sim and background on the campaigns, 21st century aerial combat theories and doctrines and some air to air and air to ground theory. In fact the section which tells you how to fly this plane is not too long and that is the beauty of this sim. The F22 in the sim is actually quite easy to fly and that's because the real F22 is also designed to be a pilot's dream. The computers and autopilot do a lot of the work and there aren't millions of commands to learn before you can actually fly the plane.

The sim is divided into the following sections: campaign, custom combat, ACMI, training and multiplayer.

The Custom Combat section is basically an instant mission editor where you can choose your enemies, your weapons loadout, ranges, heights, times of day, amount

of enemies etc. You can really customise to your hearts content and this is a great place to test your skills against a variety of different planes, ground vehicles and ships. Once you set up the mission you jump straight into the combat.

The training section includes a variety of training missions which will teach you all you have to know. This includes air-to-air refuelling, take-off, landing, weapons training and a number of air-to-air and air-to-ground missions. Once you've gone through all the training missions you should be ready to

TOTAL AIR WAR



start a campaign. Unfortunately DID have not followed the recent trend of introducing training missions via an interactive instructor a la Longbow 2 or Flight Sim 99 and you only receive written instructions.

The ACMI (Air Combat Manoeuvres Instrumentation) is a system whereby data is collected via an underlying pool on the F22 which can then be replayed after the mission and you can sit back and watch a graphical portrayal of your mission. This is a great training tool (incidentally used by combat pilots throughout the world) where you can see just where that missile came from which toasted you. The recording can be switched on from your cockpit and replayed after the mission.

The most important section of the sim is the Campaign section. This section is the central hub of the sim and is the sole reason why one should be buying this sim especially if you already have F22ADF. The

Combat Flight Sim

Min Required	Recommended
Pentium 166 MHz, 16 MB RAM, 2 X CDROM, 384K Video Card, 60 Mq Hard Drive Space, Win 95/98 (Microsoft 5)	Pentium 200 MHz or higher, 32 MB RAM, 8 X CDROM, 384K Accelerator (300k etc), 280 Mq Hard Drive Space, Windows 95/98 (Microsoft 5)

Developer: DID

Publisher: Infogrames

Supplier: Datatec Crew
Tel: (011) 233-1076
RRP: R 329.00

International Web Site
<http://www.did.com>

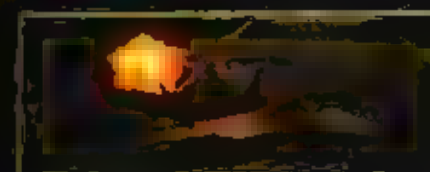
ten campaigns modelled in the sim are all dynamic. This means that no matter how many times you play a certain campaign it will never be the same again. This is great for the replayability value of this sim. The sim models ten campaigns all set in the Red Sea area and involves regional conflicts between countries such as Ethiopia, Eritrea, Djibouti, Saudi Arabia, Sudan, Egypt, Russia, China and of course the good old USA.

Once you have chosen a specific campaign you are projected to the War Room. This section displays a map of the area. On this map you can display all the flights, Army and Navy units, Political and Industrial centres and all the C4 centres. You can also choose to display the current strategy, your briefing, a target list, an event log, a damage graph, a sortie graph and a score graph. From here you can choose fly and a number of frag missions which have been ordered are depicted. But be warned you cannot choose to fly all of them since you must have accumulated a certain number of experience points before you are allowed access to some missions. So as a rookie pilot you can only choose the boring refueler escort missions or Combat Air Patrols. All the exciting bombing missions etc. are reserved for more experienced pilots. This is quite realistic since nobody sends the rookies into deep strike missions in enemy territory. Another way to accumulate points is to volunteer for Scramble missions. Once you have volunteered you will be waiting on the runway ready to scramble to intercept any incoming enemy planes. Once there is a need for an intercept you are requested to scramble and off you go to kill all those enemy planes threatening your base. A great way to get experience and to get involved in action early on.

Another type of mission you can choose is the AWACS command. Once you choose this you will be presented with the AWACS screen and you are the AWACS commander directing all the air traffic and ordering intercepts and refuelling and vectoring flights all over the place. For the real

Total Air War

(cont.)



time strategists this type of mission will be great. If you get bored directing traffic from the AWACS you can double click on any F22 on the screen and be teleported into the cockpit of that particular F22 as its pilot. To get back to the AWACS you just press escape twice or get shot down.

If you choose one of the assigned missions you can edit almost every aspect of the mission including your weapons loadout and that of your wingmen and other flights accompanying you, your waypoints, the target etc. This is the Tactical mission planning area of the sim and its is quite comprehensive. You will have to consider many things such as your fuel needs, the appropriate weapons to use, check out the target photos and video from your spy planes, which pilots are to bomb which targets, avoiding SAM sites and many other considerations.

The only thing I did not like about the campaign section is that you cannot choose which targets are to be hit and what strategy is to be used. You can only choose from missions already ordered by the powers that be. Being able to control how the war develops would have been a nice touch...a fine mix of simulation and strategy.

As for the modelling of avionics and flight model I assume DID have modelled these about as close as possible to the real thing having regard to military secrecy about an aircraft which is still in the testing phase. It may seem that the avionics and flight model are simple and archaic compared to hardcore sims like Su-27 flanker and F15 but remember the real plane is designed this way to make it easy for the pilot so that he can concentrate on other tactical considerations. DID have also done a good job of modelling the thrust vectoring and stealth capabilities of the F22. Using the stealth mode (EMLON 1) you are about as noticeable as a sparrow.

The graphics in this sim are to die for especially if you have a 3D card. This sim is

the first to model volumetric clouds which make you really feel as if you are flying through clouds. The terrain graphics are excellent especially from high up. Yes there is a bit of pixelation near cities and very low down and sometimes you will see objects but this is fixed very seldom.

Sound is also very good and DID have modelled the grainy radio transmissions very well, although this makes it a little hard to hear and understand sometimes.

There are numerous views and podlock views available but my favourite is the Smartviews which allows you to watch any object in the area including planes, trains and automobiles.

The communication system is top-notch and you can communicate with wingmen (giving them many different types of orders), airfields, AWACS and refuelers.

The sim offers all the standard multiplayer but no co-operative multiplayer in the campaigns.

Of course nothing is perfect and I stumbled upon some rather strange occurrences which I can only ascribe to programming bugs. For instance in the campaign mode I cannot get the autopilot to land and takeoff although I could do it in the training missions. Also sometimes I experienced difficulty with the autopilot in landing mode. I could sometimes see objects through buildings. The wingmen sometimes refuse to take-off and on one occasion I saw them bomb our own base. Another rather major



The little cockpit is fairly hard to look at.

bug is that sometimes when your mission loads you will blow up in front of your hangar....mission failed. This can understandably be very frustrating especially when you are trying to get promoted. Apart from these however I couldn't find any other bugs but this does not necessarily mean there aren't any. DID however told me that at this stage they are not planning a patch to address these issues and that does not sound good at all....so you've been warned.

All in all TAW is quite an achievement and is easily one the best sims to come out in the last few years and definitely ranks in the top five sims with dynamic campaigns.

Those of you who bought F22 ADF be warned. TAW is a standalone product and includes F22 ADF. So it seems you will be leaving the F22 ADF again if you buy TAW. So if dynamic campaigns are not your thing then I cannot honestly say that TAW is worth shelling out more hard earned cash.

But if dynamic campaigns are your thing and you enjoy a bit of strategy in your sims and especially if you haven't tried out F22 ADF...then TAW is a must buy!!!!

Reaper



Visual effects make TAW a very realistic flying experience.

TAW introduces dynamic campaigns to F22 ADF. Unfortunately it is not a add-on for F22 ADF but a full product that includes F22 ADF in the package. New gamers and those that have F22 and are into dynamic will enjoy some new features such as volumetric clouds etc. (Warning: this may be original F22 can skip TAW if dynamic campaigns aren't their thing.)

TEPAR WUSPK Serial Cable 28.8 Kbps

UD's F22 ADF Jane's F15

Excellent Graphics! Dynamic Campaigns!

Smart Mission! Defective Autopilot!

www.did.com

OVERALL RATING

85

REVIEWS UNDER FIRE

Most of us have always wanted to drive a speed-trap wrecking sports car at one time or another. Unfortunately these idle fantasies will remain just that. The Need For Speed series of games has always attempted to bring a little of that fantasy into the real world with their high speed road racing games. - RedTide

One thing needs to be said about 3D acceleration: get it! Even if you must go hungry for a few weeks or miss a month's rent then it is imperative that you accelerate your graphical world, so you can stare at the screen wide-eyed with your jaw on the floor. In the past racing games have traditionally been careful balancing acts between frame rate, resolution and realism. Increase the graphical detail and the car loses its high speed appeal; reduce the number of trees or special effects and you're left with an ultra fast racing game that looks like a cow. It's been a rough ride but now 3D graphics accelerators have finally removed the graphical hurdle from the equation. It's all up to the developers now to make sure it looks good and races realistically.

Pork doesn't taste like chicken

Need For Speed III has a curious subtitle that reads: Hot Pursuit. This subtitle suggests fast racing with your car rear end up the road, as you chase down your opponents. All right, so they got bored of the same old title game after game and decided to make it a little more exciting. Electronic Arts have in their infinite wisdom decided to add a new dimension to their latest high performance road car racing title.

Hot Pursuit is all about catching speeding motorists while you pretend to work for the traffic department (pressing 'H' on your keyboard even switches on your siren and flashing lights). You can play as either the traffic cops or the criminals. For those of you wondering if anything about this game even remotely resembles the previous games then fear not: Need For Speed III is all about racing sports cars and winning tournaments. The Hot Pursuit option is just that, an option. The option of chasing down traffic offenders is carried right through to the multiple player games: you and your friends can chase each other down and really show off your drive-spec for the law. If you play the traffic officer you can monitor the speed of any one of the cars on the road, should someone go over the limit you switch on your sirens and give chase. As the offender gets closer you must

start planning how

you're going to stop him. You have two options here: you can either nudge them off the road and issue a ticket or you can lay down a strip of tyre destroying spikes on the tarmac. After the dust has settled you are evaluated by how many arrests you made. Playing as the offender, it is between you and another car to see how long you can outwit the cops. If you get arrested then it's game over. This option is a nice little touch to an already excellent racing game - it's almost like a free lunch and those are rare.

The normal racing game is really what Need For Speed III is all about. You can play solo or against other people and there is a split screen option for two people playing on the



Arcade Racing Sim	
Min Required	Recommended
Pentium 60 Mhz Min. 16 MB RAM X-CDROM SVGA Video Card 80 Mb Hard Drive Space Win 95/98 (DirectX 9)	Pentium 200 Mhz or better 32 MB RAM 6 X-CDROM 3D Accelerator 3Dfx etc. 200 Mb Hard Drive Space Win 95/98 (DirectX 9)
Developer: Electronic Arts	
Publisher: Electronic Arts	
Supplier: EA Africa Tel: (01) 803-1212	
RRP: R 299.00	
International Web Site http://www.needforspeed.com	



Doesn't this remind you of the roadblocks back home?

same machine and a host of other multiple player options. The one thing that Electronic Arts excel at is options. There are options for everything and you can even select a custom colour for your car. The menu screens are always overlaid with drop down menus and layered onion screens. It's wonderful and you end up feeling like you've tweaked each aspect of the game to suit you. The car selection screens have now undergone a major overhaul and there is plenty of accurate information about each car: a brief history and vehicle performance. You can even take a look around the interior of each car with a clever little utility that allows you to rotate a limited view of the cockpit and then zoom in on an area that might interest you. For instance haven't you ever wondered what a Ferrari's cigarette lighter

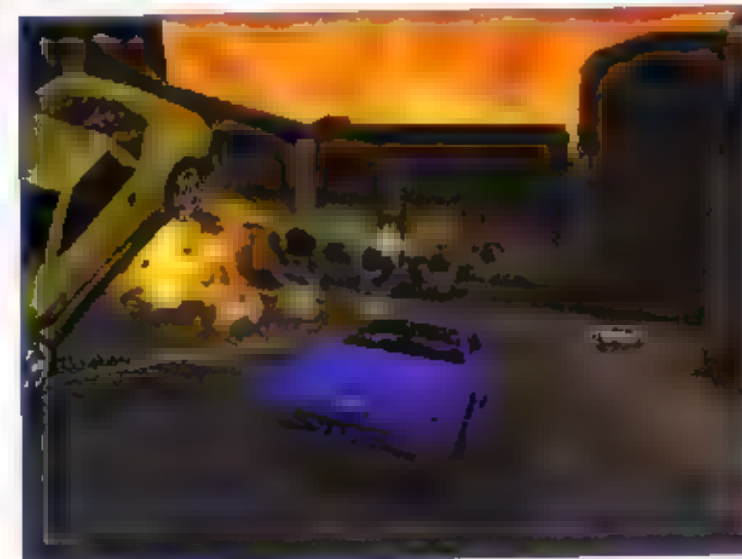
Need for Speed 3

(cont)



The story of the mysterious flying car has just been solved

looks like: or the glove compartment of a Lamborghini? Once you've chosen your car the next step is which track you want to burn rubber on. The different tracks all have unique localities and very long races there will be no quick once around the track in this game as each one requires a certain amount of time investment. Every track has been lovingly created and all of them sport interesting locations and



Remind me not to buy tyres from your dealer

REVIEWS UNDER FIRE



a tremendous amount of detail. Everything looks amazing, especially when using a 3D card, streetlights glare at you and sunbeams stream through bridges. All tracks have dynamic shadows that behave realistically when driven through and once you've selected and fiddled with all the different options it's time to take to the road.

The accelerator is the one on the right you fool.

The most important area of a racing game is how it plays. Obviously, you can only fiddle with settings for so long until the time comes to put things to the true test. Need For Speed III falls into the category of arcade racing where realism is sacrificed for flash and dash: that's fine if the action is top notch and the game feels right. Right from the onset things do seem a little out of control and it's only when you figure out that a light touch is better than a heavy hand does your driving stop being so erratic. A little practice goes a long way and before long you'll be arriving first over that finish line. The vehicle physics feel right but if you consider what might happen if you drove into a wall at 198km/h then this game drops a few points. It just doesn't feel right in some places and this is especially evident in the Pursuit game. Another minor gripe finds the sound effects in trouble, considering the graphical splendour of the game the sound effects are in a whole league behind (think donkey cart versus Ferrari and you'll be close). Fortunately the music is good and the sound effects can be turned down.

It's a good game but suffers a little in the handling and realism aspects. The pace also seems a little slow overall and an incredible sense of speed is never experienced. On the plus side the tracks are stunning to look at and the cars will make you green with envy. You can even download new cars from the Internet. The inclusion of the Hot Pursuit game is innovative and adds a much-needed sense of purpose and plenty of excitement while racing. If you want a quick racing thrill then Need For Speed III delivers the goods. Just don't look for any thing special.

RedTide

It's time for the next thing you've come to expect from a third generation racing game, with gorgeous graphics and high quality sound. An innovative traffic officer simulation adds plenty of thrills and spills to the game. It's predictable and delivers exactly what you'd expect from the Need For Speed series.

93 85 71 NA 80 79

www.needforspeed.com

Overall Rating: 82

Specialty Graphics
 plethora of Options
 Traffic Officer Sim

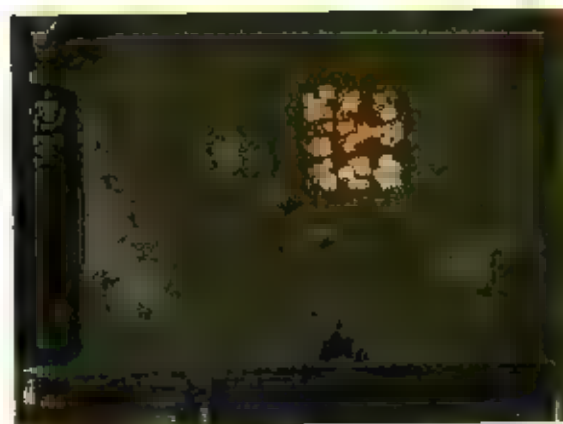
REVIEWS UNDER FIRE

I'm not sure what the developers of this game were thinking when they thought this one up. When looking at the stats, however, the game does look impressive but having spent a couple of hours with it very soon became convinced that the game was designed by a group of anal-control-freaks. I'm sure that this bunch of programmers all have neat halos, tidy desks and wear suits to work. Not much indication of creativity here, I'm afraid.

Let me elaborate. CyberStorm 2 is a combat strategy game in the same vein as Master of Orion and X-Com in that it requires you to do research and manage your various resources and fight the enemy. So far so good but the game falls miserably in both management and combat. The combat is too boring for words and for the graphics, especially the blocky fog of war seemed almost laughable although the some of the scenery was pretty good, but it is CyberStorm 2's most touted feature: the huge variety of customisation, that makes this

exploit a jumpgate in the Typhus system. In the game you take on the role of a junior executive within one of these corporations and are assigned the task of taking over Typhus and kicking out the other corporations. After arriving in the Typhus system you will be able to choose which planet you wish to start exploiting. As mentioned earlier you have control over virtually every aspect of the outpost including developing and creating biotforms, research budgets, buying and customising HRE's and choosing your missions of which there are quite a few.

Each corporation has its own particular strengths and weaknesses. For example the Christine ultra-Cryo (a play on CUE) has more money to begin with and greater sources of income. Your choice of corporations will impact on play which



A strong resemblance to TA.

makes for very different game play. Obviously war is expensive and before you can begin the tedious task of researching new technologies and buying new HRE's you will have to mine the planet to start earning an income.

The resource management section has a really annoying interface and you will quickly become fed up of its unnecessary animations. The game provides you with plenty of information regarding the other corporations and your own status. There is also a really neat email system which will allow you to keep track of incoming messages which can be as varied as congratulating you on a promotion or some information on another corporation.

Once you have created the ultimate fighting machine it's time to war. In the beginning you will have to spend some time completing a couple of introductory missions but even they can become quite nasty. A typical attack involves mining in range of a target and then using all available weapons to blast them. Beware though, as the weapons get damaged quite quickly. I found that the best form of attack is to retreat and let the enemy come to you. This works quite well in the real time game but is very dull in the turn-based game.

And it's difficult to find any redeeming features in this game and it is not one I would recommend to even the most die hard strategy game fanatic. That said, I'm sure that there are many gamers out there that will enjoy this type of game.

game ridiculous in the extreme.

What seems like a good idea on paper becomes a nightmare to manage. Imagine you will, 27 vehicle types with over 100 possible weapons and abilities to choose from. Far too many combinations to reasonably expect anyone to bother trying to find out how they all work together. Then there are the pilots who are quasi-human biotforms that have a bewildering array of thirteen character attributes to consider when creating or upgrading its skills. Rather than a generic attack skill, there are seven for each of the weapon types so a biotform could conceivably have a very high score in plasma weapons but a very low skill in energy weapons. While this might make perfect sense in the real world it becomes very cumbersome to manage in the game.

And everything in CyberStorm 2 is bad. The game interface and controls are superb allowing you to easily issue commands and control your units.

Every game has a story and CyberStorm 2 is no exception except that its story is a bit longer and more detailed than you'd normally require. The game occurs some time after the Cyber wars, where eight corporations are battling amongst one another over the right to

Real Time Strategy

Requires: 43 Mhz
24 MB RAM
4 X CDROM
16-bit Video Card
50-70 Hard Drive Space
Windows 95/98 Sound
Win 95/98 DirectX 5.0

Requires: 200 MMX
32 MB RAM
6 X CDROM
16-bit Video Card
50-70 Hard Drive Space
Windows 95/98 Sound
Win 95/98 DirectX 5.0

Developer: Dynamix

Publisher: Sierra Studios

Datatec Crew
Tel. (011) 233-1076
R 329.00

www.sierrastudios.com

CyberStorm 2 features real-time and turn-based combat. Unlike most RTS games, you can pause the game at any time and resume it at a later date. It's only remarkable feature is the controls which allow for quick and easy control of units. This is not a game I would recommend but some may enjoy it.

OVERALL RATING: 60

www.sierra.com

RECOMMENDATION: 60

Best Controls: 60
Some New Features: 60
Sound: 60
Graphics: 60
Gameplay: 60

loaderunner 2

YOU CAN RUN BUT YOU CAN'T HIDE



GT Interactive Software



DATATEC CREW

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REVIEWS UNDER FIRE

The setting is 40 years after KKND, and the factions involved now are the Survivors, those humans who took refuge underground after the devastation of the previous war, the Evolved, who remained on the surface and mutated, along with the weird animals they now use in combat, and the Series 9 robots, formerly farming droids, whose circuitry got somewhat fried during the war, changing their outlook on their place in the world. Now, these groups each want to take control of the world. As the introduction points out (rather melodramatically for that matter), some groups just don't get along.

The object of this game (as with all RTS games, is to gather resources to finance a military build up, and crush, kill and destroy the opposition. How this is achieved is by building mobile oil rigs—each one has one that looks different and has a different name, but is functionally identical—driving them to oil puddles on the ground (yep, believe it or not) and deploying them. Oil tankers then drive up and down collecting oil from the rig and depositing it in your power stations. This gives you resource points (RPs) to build things with.

The selection of available buildings in KKND2 is rather limited, but more than made up for by plentiful vehicle options, as well as defensive structures. Most buildings are upgradeable, and upgrade levels determine what units you can build. An unusual feature is that once your power consumption reaches your power output, you no longer have the option of building certain turrets. A novel idea is the



Soon after the release of Red Alert, a veritable deluge of real-time strategy games hit the market. One of these was Melbourne House's Krush Kill N Destroy. While RTS gaming had been around for a few years, it was still in its infancy, with the only precursors being Dune II, Warcraft, Command & Conquer, Warcraft II and Red Alert. Few of the clones came anywhere close to comparing with any of those titles, and KKND was no exception. Now, Melbourne House prepares to enter combat once again. **R.A.V.E.N (DC)**

inclusion of force walls, essentially lightning beams, which switch off when a friendly unit wishes to pass, but reactivate immediately thereafter. The implementation of the tech-tree is novel and interesting. However, the construction menu is perhaps a little too complex in its workings, and not at all intuitive. If you don't read the manual you will not know how to use some of the more advanced features.

Melbourne House have dramatically upgraded the graphics since the last KKND, and the rural tileset is very pretty indeed. However, the urban tileset is too regular and artificial-looking. Lots of detail but much repetition. The graphics in general are very colourful, though some may say a bit too much so, especially the units. Unit graphics are not distinct enough, and very bulky, obscuring each other in large battles. The briefings between missions are rendered cut-scenes, which appear to have been designed to appeal to a younger audience.

In game sound effects are average, and some units acknowledge events tend to be unimaginative. However, the soundtrack is a mind-blowing mix of grunge and techno, very atmospheric. I found myself leaving the game up and starting a mission just to listen to the music. The interface has borrowed much from other games, with the result that it is fairly easy to learn. However, the mini-map, a la Dark



Real Time Strategy

Min Required	Recommended
Pentium 133 Mhz 48 MB RAM 4 X CDROM 2 Mj SVGA Video Card 100 Mj Hard Drive Space SB Compatible Sound Win 95/98 (DirectX 5.01)	Pentium 200 MMX 32 MB RAM 6 X CDROM 4 X SVGA Video Card 100 Mj Hard Drive Space SB Compatible Sound Win 95/98 (DirectX 5.01)

Developer: Melbourne House

Publisher: Infogrames

Supplier: Datatec Crew
Tel: (011) 233-1076
RRP: R 319.00

International Web Site
www.melbournehouse.com



Ooops! So that is what happens when you accidentally bump a test tube

KKND 2

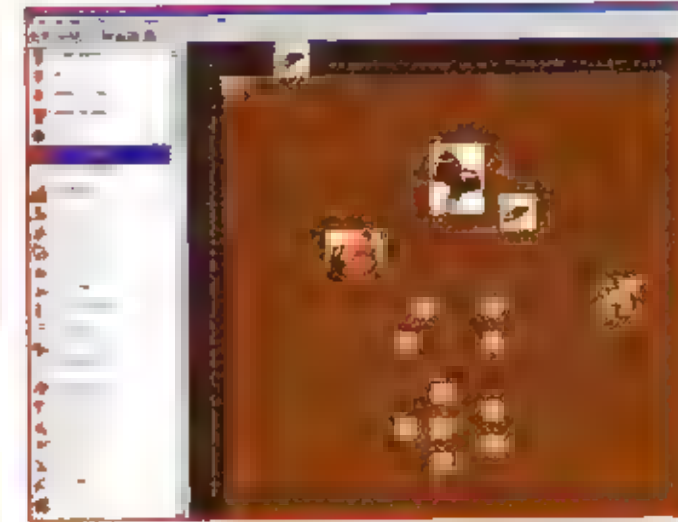
(cont)



It looks as if the kitchen sinks of old make up the RS robots of the future



Melbourne have spruced up the graphics with a similar interface to KKND.



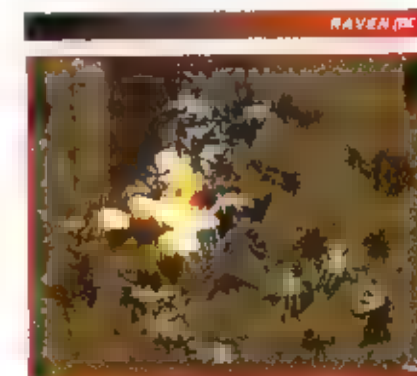
The Mission Editor expands the depth of KKND 2

Reign, does not display the full map, with the further implication that enemy structures don't appear under the fog of war. This means that it is exceptionally difficult to keep track of where each of your enemies is, as that particular reference point is absent. This and the limited mini-map result in a myopic game, and I never felt truly in control, and felt a bit lost. The control is sluggish and unresponsive which, combined with overlapping unit graphics, makes precise control of units in combat all but impossible.

The story-line is somewhat predictable, which is fairly common in real-time strategy games

(with the notable exception of Starcraft I). The emphasis is not on plot, after all, but on tactical combat.

KKND2: Krossfire is yet another entry into the ever-growing real-time strategy genre. Unfortunately, although it contains some very interesting and innovative concepts, the implementation suffers from a few faults. I find that this game might appeal to a younger crowd, and could provide a very good introduction to RTS gaming for gamers in that age group. Playability cannot compare to the likes of Starcraft, and I cannot see myself playing this in three months' time, however, I may well still be loading it up just to listen to the music.



KKND 2 takes off where KKND left off, 40 years in the future. Graphically the game has improved vastly yet the interface suffers from being un-user friendly. KKND 2 will appeal to the younger generation and is a good introduction for new converts to the strategy genre. Unfortunately its childish graphics will turn away the more seasoned strategy gamer.

55 80 65 70 70 70

www.melbournehouse.com

TEMP 6-8
FPS 12-15

KKND
CIC: Red Alert

Innovative Tech-Tree
+ Pleasant Soundtrack
+ Mission Editor

Poor Control -
Childish Graphics -
Below Average Sound FX

OVERALL
RATING

70

From the dynamic team that brought us the compelling Dissolution of Eternity (the second original Quake mission pack), Rogue have now unleashed yet another mission pack - Quake II Ground Zero. The big question is, will Ground Zero redeem the dismal status of the Quake II mission pack after the sad attempt Xatrix made with The Reckoning?

Redemption is desperately sought. - RedTide



around the planet. It's up to you to destroy all resistance and then remove all traces that the Gravity Well ever existed. It's all basically the same story as before, the only thing that's changed is the name of the weapon you must destroy. What will it be next time on a final day cannot we aren't going to worry ourselves with why we are here. It is an action game after all and if enemies need to be killed and things blown up then we'll listen to anything with a spine and an itch trigger finger.

The first thing you'll notice is the lack of innovation this is surprising considering the standard set by Dissolution of Eternity (these are

Wishing well
Ground Zero also takes place on the Strugg's home planet except this time there is a new target for you to eliminate - a nasty piece of technology called the Gravity Well. This new weapon has trapped the fleet in perpetual orbit.

the guys who gave us the Quake dragon after all). The problem with this mission pack is that it really offers nothing new other than levels, a few weapons and a bunch of new monsters. All the original weapons can be found scattered around which shows a lack of 'faith in design' from

Quake 2 Add-On

Min Required	Recommended
Pentium 90 MHz 16 MB RAM 4 X CDROM 16 bit video Card 50 MByte Hard Drive Space 16S Compatible Sound Win 95/98, Linux/OS 2	Pentium 66 MHz 32 MB RAM 4 X CDROM 2 MByte Video Card 232 MByte Hard Drive Space 50 X Accelerator 3Dfx Voodoo Win 95/98, Linux/OS 2
Developer: Rogue Enter	
Publisher: Activision	
Supplier: Multimedia Warehouse	
Tel: (011) 315-4000	
RRP: R 269.00	
International Web Site	
www.activision.com	



I just love brightening up your day

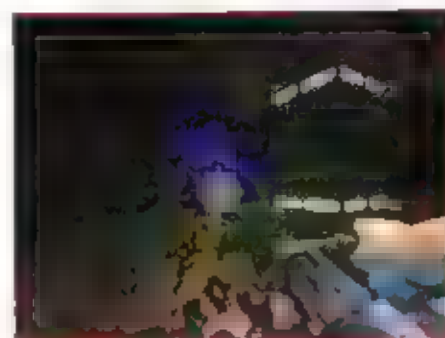
Rogue. From a development team that specialises in mission packs this just doesn't cut the mustard where this game does cut above the average is in the deathmatch arena, but we'll get to that in a moment.

Hunter Sphere	Defender Sphere	Vengeance Sphere	Anti-matter Bomb	Doppelganger	IR Goggles	Double Damage	Telex Mine
Deathmatch only Rebirth from beyond the grave series this one is nifty. If you die while wearing this hat it will streak off and annihilate - not exaggerated. Think of it as invulnerability as no one will touch you while this globe is active.	ties globe hovers around your head for a limited period of time and fires at any enemy it also lowers the damage you receive from enemy shots by 50%	Deathmatch only If your health drops below 50% this little thing will fly off to destroy your attacker	Deathmatch only When in any combat this small device will lower your fire rating for a short time. It's annoying during continuous fights instant death for any thing in line with you. This is hard to find but that's a bonus better than a BUG.	Deathmatch only confusing your opponents is what the Doppelganger does best. Once dropped it will spawn an image of the player. Great for winning ambushes	Perfect for those dark nights and creepy rooms. Just bring lights up and you can make out who your enemies, weapons or health containers are.	Very much like Quad Ambush only less.	Throws these mines into the ground and once they activate they rush out at any enemy subject with deadly white crystals of destruction. They are in packs of five and in a variety of camouflage colours and are ideal for restricting access to certain areas.

Quake 2 Ground Zero (cont)

Passages and rooms, buttons and lifts. Right, so we have 14 brand new levels plus one final boss level and a secret level each with their own separate missions and all packed to the rafters with bad guys and military supplies. Two problems inside the game, one is uninspired level design and the other is backtracking. The level design is technically sound but you can't help feeling like you've seen it all before. How many interconnecting rooms with multiple levels and ladders are we going to see before someone gives us something new? A few new textures feature here and here but nothing stands out with the exception of quick tracking and firing gun turrets. The other problem, backtracking, is an annoying way of wasting time. Many of the levels require you to complete a task on one side of the map only to have to go all the way back to the other side to get out of the level. It's a cheap way of extending playing time to make up for lack of size. So if you don't mind putting up with dull levels you'll discover true inspiration when dealing with the games four new enemies. The first little bug is the Stalker who looks disturbingly like a huge metallic spider but only sports four legs, unlike his alien friend waterparks he Stalker is a marvel to behold while it chases you across the map. It fires a green more deadly version of the blaster and can cling to and navigate equally well on the floor or ceiling. The Dredalus is an

enhanced version of the Katus with a green shield, arms on wings. The nastiest addition to the bad guys is the Medic Commander who spawns new enemies and re-animates dead comrades. There is nothing like going up against a Medic Commander. The best tactic is to ignore the enemies he creates and make sure even thing you kill rests in small chunks. The last



When will the carnage end?

enemy is the Carrier, sporting twin chain guns, a railgun and grenade launcher. Besides all this firepower the Carrier can teleport in there just to add to the fun. These new forces do make up a little for the level design flaws and provide plenty of meat and metal to shoot at.

Murdering human pixels
For some serious deathmatch fun

Toys for boys and goodies for girls Expansive maps, a jumping into valve architecture and a plethora of new textures are good. A lot of new enemies with unique weapons and ground breaking artificial intelligence. Enemies are nice. Just throw anything at us and we'll cope and smile. But if you want a real tear-jerker from someone show them a new weapon. Ground Zero has a number of new weapons and items for your death-dealing pleasure.	<p>Prox Launcher</p> <p>The joy of setting traps and waiting for the grunts to die is a real pleasure. The Prox Launcher is a device that you can place in a room and then stand by the top waiting for a platform full of blood and body parts to arrive at the top. The grunts look like your standard grunts when they are triggered but personally mine onto a platform and then wait patiently for unsuspecting victims to wander past.</p>	<p>Chainsaw</p> <p>The honest truth is it's always wanted. It's a path through the bad guys with a real cutting and hacking sound. This honest cutting device powered weapon is brilliant. It is a one-use combat tool. It's and goes up against a tank or even a tank through.</p>	<p>ETC Rifle</p> <p>Enough. Quake II gets a new gun out of every mission pack. The ETC Rifle is one of the most powerful weapons in Quake II. It is a long range rifle that can kill you in one shot. It is a long range rifle that can kill you in one shot.</p>	<p>Plasma Beam</p> <p>Firing through the beam fires a continuous pulsing beam of light. It's not dead but it's not alive. It's not dead but it's not alive. It's not dead but it's not alive.</p>
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Ground Zero is rather disappointing. A good mission pack for Quake II is desperately needed - but this isn't it.

74 71 88 85 90 83

www.activision.com

79

Overall Rating

Great Deathmatch
Fabulous Mission
It's Funny

Madness Levels
Backtracking
Nothing Innovative

- Turn-Based Strategy -

Pentium 75 Mhz
16 MB RAM
4 X CDROM
2 Mhz SVGA Video Card
80 Mhz Hard Drive Space
SB Compatible Sound
Win 95/98 (DirectX 5.0)

Pentium 200 MMX
32 MB RAM
8 X CDROM
PCI SVGA Video Card
120 Mhz Hard Drive Space
SB Compatible Sound
Win 95/98 (DirectX 5.0)

Red Orb

Red Orb

Multimedia Warehouse
Tel: (01) 315-1000
R 329.00

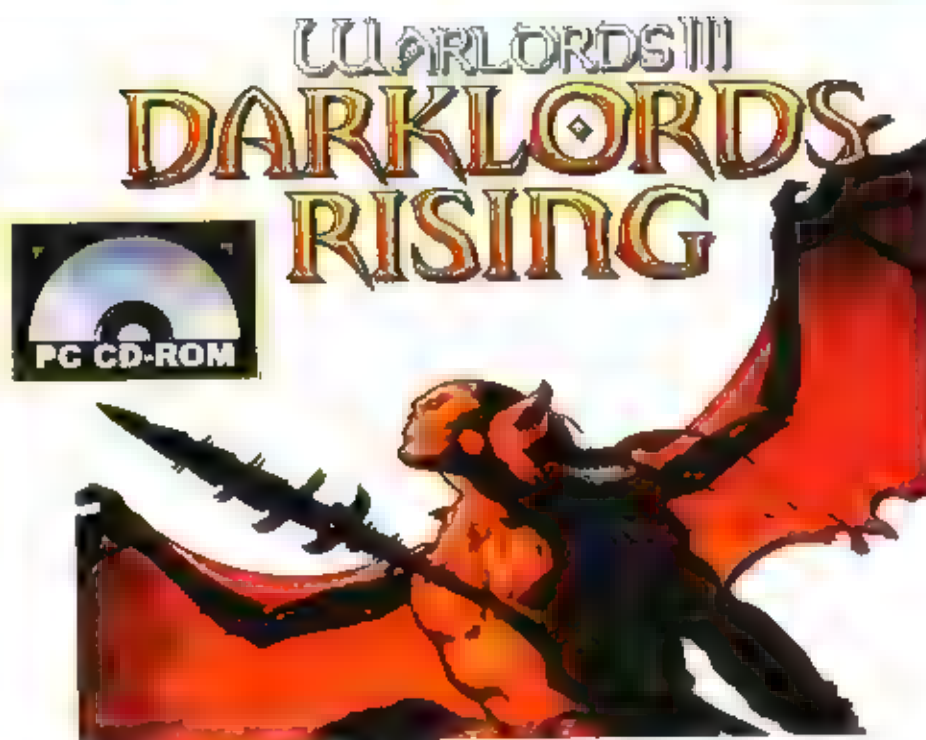
www.warlords3.com

here are some games that are considered to be close to perfect in their design and concept. Games like Chess, Backgammon and Go are good examples yet in the realm of computer games very few manage to create a consistent and satisfying experience. Warlords III however is one such game. Warlords III: Darklords Rising is a follow up on last year's extremely popular Warlords III: Reign of Heroes where you played the good guys trying to rid the land of the evil Lord Blane. This time round, in one of the campaigns, you will be able to help Lord Blane reclaim his lands from the elves and humans.

For those of you not familiar with the series, Warlords III is the ultimate turn-based strategy game. I realize that RTS is all the rage at the moment but I can guarantee that Warlords III has a depth of play that you won't find in any other strategy game. Too often RTS games deteriorate into knee-bashing competitions with the player who remembers all the shortcuts winning the day. In Warlords III the only skills you need is to be more devious and ruthless than your opponents and the kingdom will be yours.

Graphically there are few games that can compare to the look and feel of Warlords III. Colours are rich and varied with a real medieval and magical feel. The game is played using a conventional top-down view and can be viewed at resolutions ranging from 640 x 480 through 1024 x 768 which I feel is the right resolution for the game and will give you the best view of the battlefield. The maps have been modeled on satellite photographs, which makes the landscape look extremely realistic.

Although Darklords Rising uses the same game interface and gaming engine as Reign of Heroes II is not just a simple add-on but a complete game in itself. There are also numerous additions and refinements to the AI plus editors for creating stand-alone scenarios and full-length campaigns. In the game editor you have complete freedom except for creating new units as the anima-



Too much coffee and not enough sleep pretty much summarizes my experience with the latest version of Warlords III by BSG. That any one game should manage to capture my attention for as long as Warlords III has, is unusual as I seldom manage to complete a game before the next game arrives for review. Warlords III is one of those games that I am determined to complete assuming that my body and my marriage survive the adventure. - raz0r

Items are a little too complex. You can design your own magical items and weapons each with their own attributes so you will easily be able to create your own fantasy adventure. In fact I believe that there are some folks working on a Lord of the Rings scenario.

Darklords Rising provides plenty of gameplay as the game includes four new campaigns, plus fifteen scenarios as well as all the scenarios from Reign of Heroes and the campaign from the game. Just one of the scenarios can take up to a week of your time so don't make any plans for the next month or so. The designers, BSG, are a little unusual in that they actually listen to gamers who write in with constructive criticisms and have spent most of the last year implementing changes that gamers have been wanting. These included the game editor, 31 new armies for a total of 95 as well as 5 more hero types bringing the number to 15.

Set in this beautifully rendered medieval world, you begin with a single hero and your capital city from where you must venture forth to vanquish the enemy and even your allies should they look troublesome. Ownership of cities is the key strategy in the game so you can expect a lot

of combat. Cities produce resources such as gold and mana which you need in order to develop your kingdom and raise armies. Unlike Warcraft or Civilization there is no need to micromanage your cities as each will continue to yield resources so long as you control them. Apart from gold and mana, cities also provide you with your armies. Once you have captured a city you will be able to get it to raise armies for you. Often a city will have been controlled by another race and it will cost you precious gold to be able to raise armies that you can



Warlords III - Darklords Rising

use. For example if your army of undead captured an elvish city you wouldn't suddenly gain the ability to train elvish bowmen but would need to convert the production capabilities of the city to raise armies that you can use such as skeletons or ghouls.

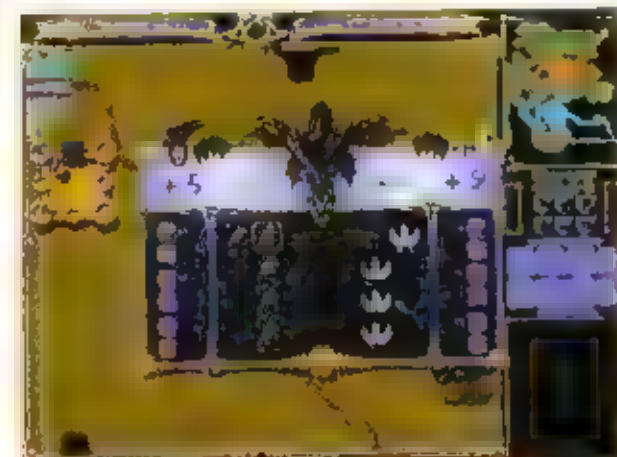
Each race is able to produce their own unique range of combat units with differing skills and bonuses with the more powerful armies naturally costing more and taking longer to produce than the weaker ones. Much like Roll Playing Games your troops and heroes each have their own character attributes and bonuses. Armies can be grouped together in a stack where weaker armies can benefit from the bonuses of more powerful ones. This is especially true with your heroes who are your most powerful combat units.

Your heroes are able to gain experience which will permit you to increase their skills which will give them combat bonuses. Some of these bonuses such as leadership and fortification are inherited by other units in the stack while attributes like strength and hit points only apply to the unit. Although your regular units don't gain levels they can be awarded medals for bravery and be blessed if they go to a temple which gives them various bonuses during combat. At the end of a scenario during a campaign

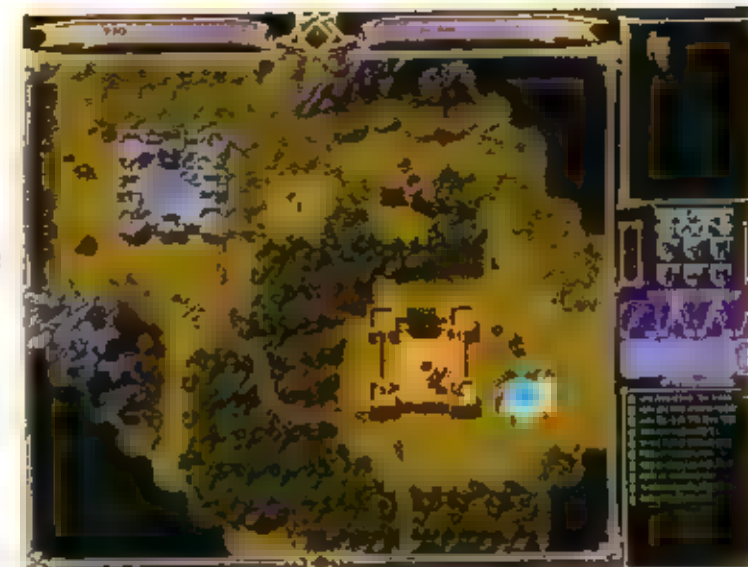
you will be allowed to increase the skills for certain units. Heroes gain experience during combat and also by completing quests. These quests may include destroying an enemy unit, or discovering a hidden treasure ruin. These ruins are usually scattered all over the landscape and can contain gold or magical items.

BSG have also added some really neat features to the AI which can seem almost human at times. In some cases the AI will decide to send its hero to explore ruins which can leave you seriously cash strapped. When this happens I usually attack with all my available units even if it means I have to leave certain cities unguarded. While you can't build cities you can upgrade them and rebuild if the enemy has destroyed it. Villages are the most basic structure and they provide a +1 defense bonus while Castles are +2 and Churches +3.

Naturally the best way to win is to create stacks that take advantage of as many modifiers as possible. These combat bonuses (leadership, chaos, morale, fear, fortification, siege, plus any hero, unit, terrain and city factors) are calculated for both sides and the dice are tossed to determine



The in-depth interface that makes Warlord 3 a true gaming experience



Turn-based strategy is not the biggest genre but it does change the gameplay

the winner.

For those who prefer multiplayer games you will not find a strategy game with as many options. There are ten types of multiplayer games including 'king of the hill' and 'capture the flag' which I found to be a tremendous amount of fun. There is limited spawning of two player per disk which is ok but not great as I think four would have been just right. Apart from LAN and Internet games via Mplayer.com and The Red Orb Zone you can also play by email so no matter how bad the lag you will still be able to get a game together. Warlords III uses simultaneous turn-based for the multiplayer games where the time for each turn can be set to make sure that you don't end up waiting for other players to finish.

In summary I must heap kudos on this game for its innovative and creative design and exceptionally addictive game play. If you are a veteran of the Reign of Heroes campaign then I am sure that you will not need any more convincing. For those of you who haven't managed to get beyond Warcraft or C&C then it's time you took on a real challenge and enter the realm of Warlords in Darklords Rising.

Warlords III is the ultimate turn-based strategy game available. Venture forth and conquer the enemy with a fantasy filled world. Warlords III has beautiful graphics and addictive gameplay to keep gamers occupied while creative and innovative design runs it all.

www.redorb.com

REIGN OF HEROES II
WARLORDS III
DARKLORDS RISING
REIGN OF HEROES II
WARLORDS III
DARKLORDS RISING

Beautiful Graphics
Addictive Gameplay

Look of Warcraft

Preview Under Construction

With the inevitable avalanche of football games that were released during and after the World Cup it's become quite a daunting task to try and find the best soccer sim on the market. Officially licensed products bearing such heavy weight names as FIFA and Adidas are competing with a multitude of unofficial games, so it's almost a relief to come across a title that surpasses the competition and therefore makes our job of deciding which one to buy that much easier. The preview copy I played of International Superstar Soccer is a good reason why football fans should start saving their pennies.

Following on from the success of ISS64 (generally believed to be one of the best soccer games of all times), Konami have updated their masterpiece for both N64 and PlayStation systems. The version played was still under development but despite this, it was still the best football sim I've ever played. Motion capture technology adds a dynamic realism to the player's movements, so now there's a real lifelike

Soccer Sim

Developer **KONAMI**

Publisher **KONAMI**

Supplier **Star Kinexor Inter**
Tel. (011) 445-7900
RRP **R 369.00**

Internet
www.konami.com

quality to the way they run and turn with the ball. A high level of artificial intelligence also ensures a more realistic com-

for first time players. This doesn't mean however that it's a shallow and uninvolved style of game play, far from it. The simplistic control is just an introduction to the complex and challenging elements that lie underneath.

The version I played had a choice of 40 teams with the actual names of each of the real players slightly changed. So for example Beckham who plays for England is called Backham. I think this is due to licensing regulations, but seeing as you can rename players as well as being able to recognize them it's not really an issue. Each team has power, speed, technical, offence and defense rating, so you'll find Brazil at the top and Greece near the bottom. Your

International Superstar Soccer Pro 98

Now endorsed by Carlos Valderrama, International Superstar and captain of Colombia's national soccer team. Now International Superstar Soccer appears for the first time on multiple platforms. Featuring amazing 3D motion capture technology, ISS Pro 98 has been extensively equipped with the new PlayStation version introduces many first-time features.

SPECIAL FEATURES

- Extensive motion capture with over 7000 animations
- Realistic commentary by UK sports presenter Tony Athol
- Intelligent adjustable artificial intelligence
- Full 3D international teams with 60 players per team
- Up to eight unique soccer venues
- Ability to create your own players and create existing ones
- 16 different formation types with an infinite number of set pieces
- Over eight preset strategies
- Multiple camera angles

puter controlled opponent. Matches are finely balanced with elements of strategy and action. This means that players who have a healthy knowledge of the actual game are incorporated into the game for tactics and other strategic elements.

Although the game provides a comprehensive amount of information regarding team and player stats it never talks into the technically and category that can sometimes consume football fans.

You direct the players with a simple and easy to use control system that makes the game instantly accessible

team's performance stats have a direct influence on the game so playing as Brazil against Brazil will require the skills of a Ronaldo like game. Each player has a set of personal stats that include stamina, speed and passing capabilities. It shouldn't surprise you to find out who has the highest! Other options include slow-motion replay, 5 different camera angles, sound and commentary editing, as well as a game speed level that affects the pace of the game.

Football fans should take note that ISS Pro 98 will soon be available on the Dreamcast. Players looking to invest in a top quality football sim should skip the rest and wait for the best.



LH Industries



Sharp detailed graphics sure make ISS Pro 98 look good.



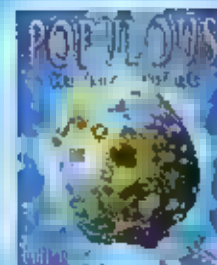
Bafana Bafana are getting plenty of mileage in games now days

PUT A TWIST IN THE TALE



With Populous the God-Sim was created. Now Bullfrog let you wield earth shattering power in the most beautiful, fully rotatable 3D world. See it and believe it at www.populous.co.uk

PC CD-ROM
www.bullfrog.co.uk
www.populous.co.uk



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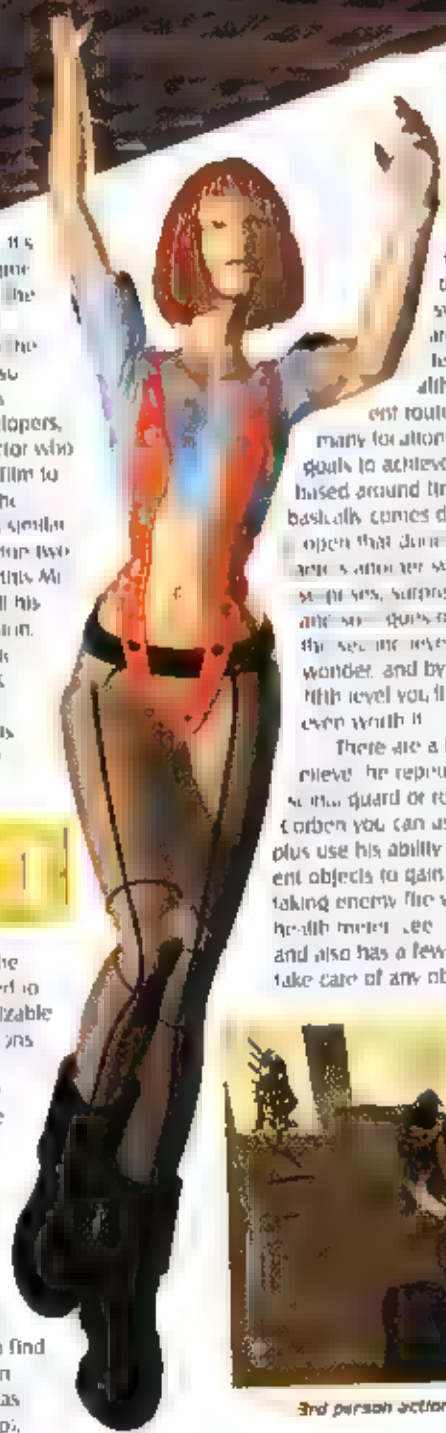
REVIEWS UNDER FIRE

There is a common perception in the video games industry that computer games, which trade on a big film license, are usually pretty bad. This might sound a little harsh but it's only due to the amount of throwaway games that have a Hollywood title attached to them. - Nick



Even since the days of the ZX spectrum, games have been rushed onto the shelves to try and cash-in on a major film. The only game that has recently proved an exception to this rule (excluding some of EA's sports prod-ucts) is Rare's Golden Eye. Many gamers who have played Golden Eye would even tell you that it's actually far better than the film itself. Unfortunately this game is only available for the N64, but just to make things a little worse, our Playstation players Mission Impossible has just been released for the N64. And it's proved my first point very well. I wish I could bring you some good news concerning the Fifth

It's a crying shame that this game lacks the style, heart, and effort that obviously went into the making of the film. It also seems a little strange as Kalisto, the games developers, hired the same art director who worked on the original film to oversee the design of the game, thus creating a similar look and feel. When you play I can only assume that this Mr. Jerome d'Aviau spent all his time on the PC conversion, as I can't see any of the cinematic sequences in the PSX version, apart from the FMV sequences which is taken straight from the film.



Corben will have to deactivate a security system. Both missions are set in huge headquarters, so although you take different routes with each character, many locations will be the same. The goals to achieve in each level are all based around finding and object. This basically comes down to finding a switch open that deactivates a door that just won't open. Switches are usually hidden in plain sight, so you have to look for them. In the second level your interest wanes a wonder, and by the time you reach the fifth level you'll be wondering if it's even worth it.

There are a few elements that can relieve the repetition such as the occasional guard or robot. If you're playing as Corben you can use an upgradable gun plus use his ability to crouch behind different objects to gain cover. This is crucial, as taking enemy fire will rapidly reduce your health meter. Lee Loo can pick up grenades and also has a few gymnastic moves to take care of any obstacles. Both characters



3rd person action hey is that a halo?



Element, seeing as the film undoubtedly provides a rich source of characters and ideas to draw from, but you can just read my opening sentence to get the picture.

- 3rd Person Shooter -

Kalisto

Sony Computer Ent.

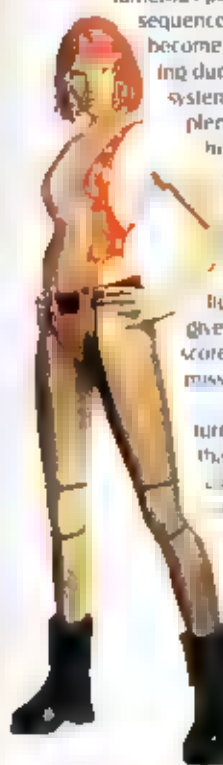
Ster Kinekor Inter.
Tel: (011) 445-7900
R 399.00

www.playstation-europe.com

The Fifth Element

can also use hand to hand combat if necessary. On route throughout the levels are numerous platform type jumping sequences, these can become immensely frustrating due to the poor control system. Luckily there are plenty of extra lives, and health power ups hidden throughout the levels. There are also a number of secrets, these are floating spheres of light that serve only to give you a percentage score at the end of each mission.

The levels are structured in such a way so that you only have one correct route to take in order to achieve your goal. With no map to use, this can sometimes mean you have to start the level over and over again, so that you find the precise method to reach it. There are also a num-

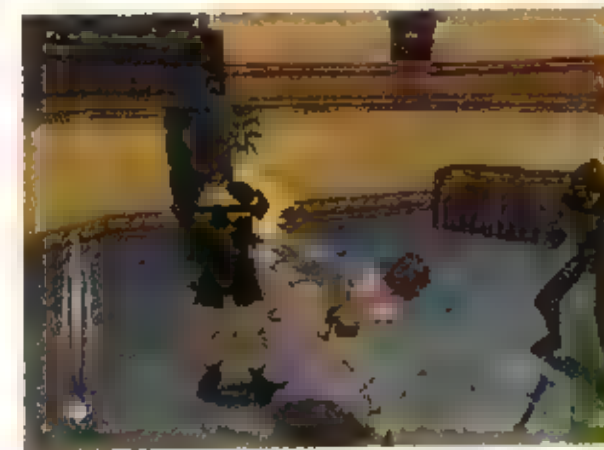


ber of teleportation devices that beam you into other parts of the level, these only serve to confuse and distress you, as finding your way round can take the patience of a saint due to the identical looking corridors and rooms.

The AI of the guards and robots is very unpredictable, you might turn a corner and suddenly be confronted with a flying fist or alternatively find a guard seemingly involved in a fight with himself.

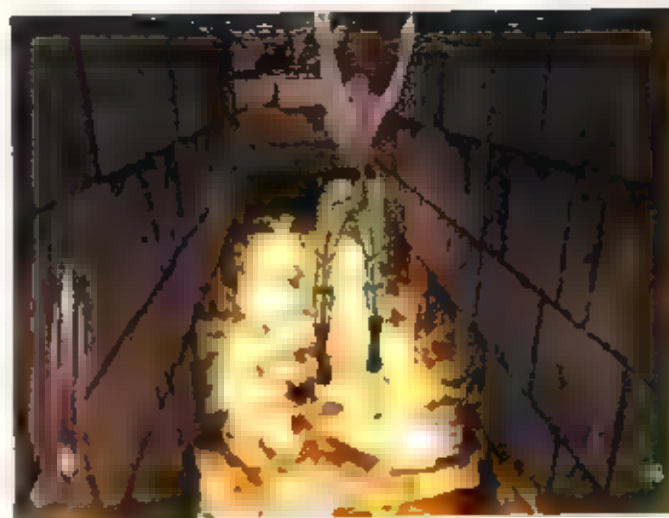
The graphics are purely big standard, no nice little touches anywhere in sight, unless you think having a city so fogged out, but you can barely make out the most beautiful thing is that you can see the action from a third person perspective just like Tomb Raider, but that's where the similarity ends. Each character has only a passing resemblance to their cinematic originals. The sound effects are barking tracks are particularly unconvincing, if anything the ambient sounds and endless catholics might even tell you to sleep (something which I can tell you the game play which mostly involves spending hours trying to find a door switch doesn't provide for the most thrilling sort of experience, and the play value is not even worth mentioning.

So big disappointments all round, what a wasted opportunity. I wonder what Mr. Beeson would say if he knew what they've done with his film? Oh to be a



Could you check what size shoe I'm wearing please?

LM Industries



Just hanging around waiting for the water to cool off



computer game with a big film license. Poor presentation and a lack of incentive to complete the game is just a couple of reasons why fans should either play another title or go out and hire a video.

57

59

62

73

50

54

www.playstation-europe.com

1 PLAYER

1 Agency Bion

Film Characters: S. Louchard

Game Production Values: Enthusiastic Play: Breakdown

OVERALL RATING

59

REVIEWS UNDER FIRE

If you lived in the future city of Arcadia around 2198AD, then it would be wise to make sure that all your property and belongings are fully insured. The reason for this is because a huge unidentified object has just fallen out of the sky and landed smack-bang into the city center. This has had the effect of causing a major decline in the city's population and the almost total destruction of its buildings and infrastructure. Residents who survive the impact are now desperately trying to escape from the chaos and destruction, but as you thought this was the start of a very bad day, it actually gets worse. Out of the crashed object, swarms of grotesque mutant creatures are emerging. These insect-like aliens are very hungry and so now all the humans lucky enough to be alive are in fear of being eaten. And hey, surviving is a dangerous place to live.

As part of the Arcadia Defense Force it's your mission to locate the alien ship and make sure it's destroyed along with all its man-eating inhabitants.

Assault is a classic kill everything that moves affair, so if you're looking for an intricate, complex style of game play, your definitely not going to find it here. Those gamers happy to mindlessly wipe out hordes of nasty aliens will find Assault to be full of the usual ingredients associated with the shoot-em-up genre of game play.

You control one of two characters from the Arcadia Defense Force: Major Kelly Davis (the obligatory feisty female) or Sgt Reno J Washington, the obligatory hard man. Both characters play exactly the same, the only difference being in their choice of weapons. In 2-player mode it's possible to play both on screen at the same time. The concept of the game is very simple: walk through each area blasting the hell out of the aliens while picking up numerous power-ups so that by the time you reach the end of level boss you're suitably equipped to blow it away. The power-ups range from extra lives to some very impressive Advanced Weapons. Each character has three possible advanced weapons to collect, and the ability to use either one depending on what kind of firepower is needed. These weapons can then be upgraded to provide you with a seriously kick-ass gun, which you'll need to take care of the copious amounts of alien bugs. My weapon of choice has to be Reno's Cutter, a very satisfying gun that produces a number of discs (depending on how many power-ups you've got), that

actively seek out all the threats around you and neutralize them into exploding polygons.

Throughout the various missions your commander gives you instructions, these together with a few FMV sequences link the stages together and also act as a device to let the story unfold. The game play is mostly side scrolling, although there are some 3D elements and also a few platform-type jump the gap parts. There is also a stage where you're on a hover bike zooming through a forest which is very reminiscent of Return of the Jedi. Unfortunately it feels



Robotic mashers do their stuff

with plenty of explosions and some neat insect-like aliens. The different stages aren't exactly jaw-dropping but at least they all have a unique look. The nice touch was finding out that a bunch of scientists that your supposed to be rescuing are in fact infested with aliens that burst out of them. A very gruesome ending. The FMV sequences are quite impressive, while the sound is pretty standard.

The main problem with Assault is that it's too easy and too short. You can complete the game in just over an hour, even though there are 4 different settings. These don't effect the level of AI, just how much extra health you get in the power-ups and how many continues you're allowed. After you've been through the game once there is really no incentive to re-play, perhaps the most that can be gained from this game is in 2-player mode. Here you play cooperatively sharing power-ups and extra lives. The only problem in this mode is the occasionally slowdown that happens when the alien's paratrooper. Players with Dual Shock controllers can benefit from the force feedback which complements this style of game play. If you're looking for an old school style arcade shoot-em-up, then Assault isn't it. I should be said that there are very few 2 player games like this available for the Playstation, but potential buyers should also note that this is definitely a play before you pay sort of game.



more like an added extra, thrown in, probably to try and break up the repetitious style of game play. The graphics are reasonable.

Side Scrolling Action

Developer: Candle Light Studios

Publisher: Telstar Studios

Supplier: Star Kinekor Inter.

Tel: (011) 445-7900

RRP: R 369.00

International Site
www.telstar.co.uk/tes

OVERALL RATING

72 70 64 58 55 60

www.playstation-europe.com

1 2 PLAYER

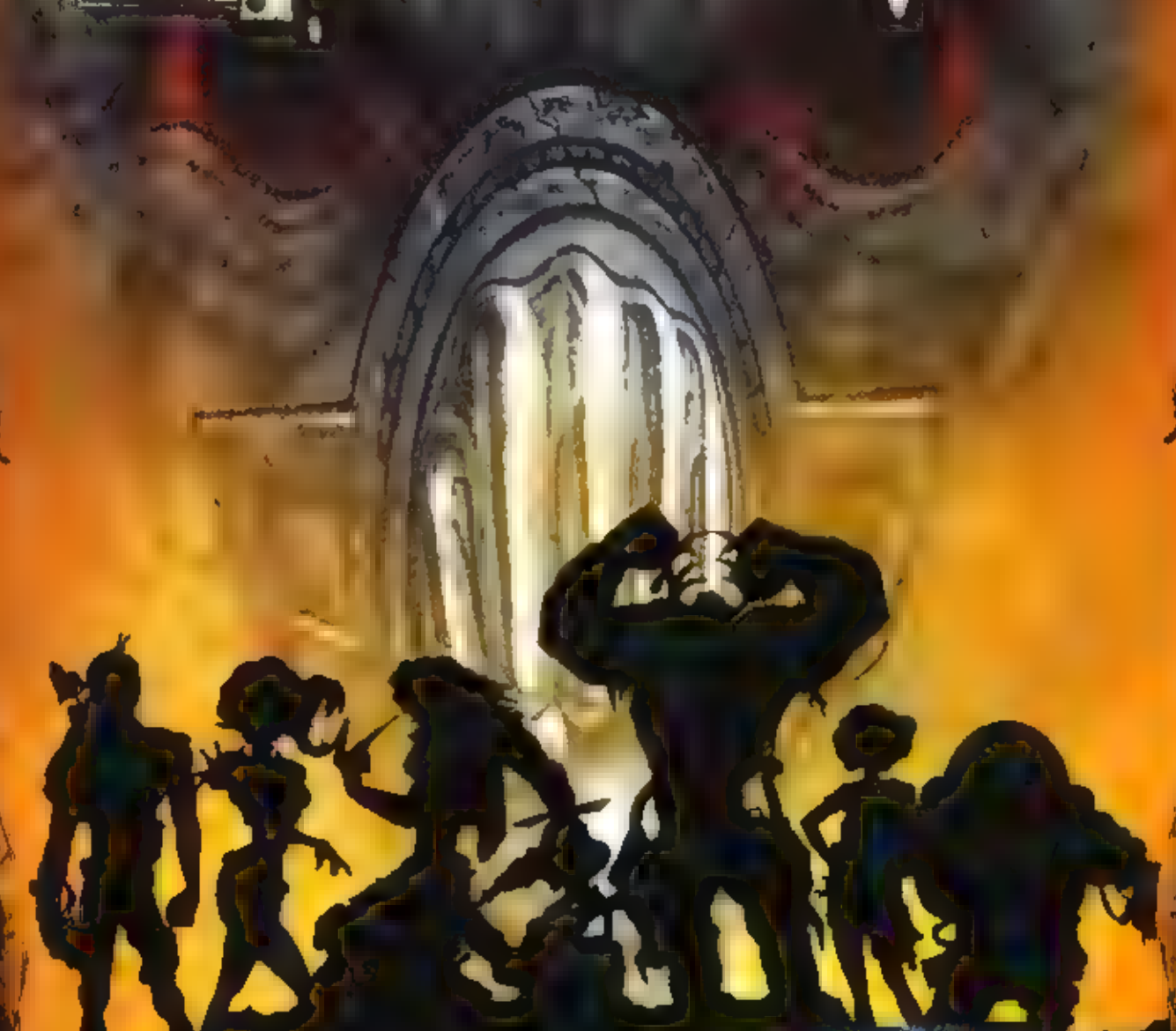
1 1 PLAYER

Old School Arcade Action
Impressive Playability
Good 2 Player

Too Short
Too Easy
No Playability

63

WHOL MISSED OFF Shiny?



WILD 9

AFRICA

Published by New Age Games Africa. For more information visit us at www.newagegames.co.za. Call 011 445-7900. Email: info@newagegames.co.za. P.O. Box 3454, Braamfontein, Johannesburg, 2017, South Africa.

REVIEWS UNDER FIRE

Combat Fighting

Developer: NAMCO

Publisher: Sony Comp. Ent.

Supplier: Star Kinokor Inter.

Tel: (0N) 445-7

RMP: R 395.00

International Site

www.playstation-europe.com/tekken3



Having been born to the world through the Arcades and selling more than 2 million copies of its sequel Tekken 2, it seems a daunting task, especially when your main competitor is your predecessor, to produce the goods. Anticipated sales of over 10 million units for Tekken 3 is a target that I'm sure very few developers, except NAMCO, would put their sites on. One thing is for sure, after keeping me up till the wee hours of the morning for a few weeks now, everything points towards success. Again!

The story continues from Tekken 2 in very much the same articulate fashion. The Mishima Financial Empire run by the sinister Heihachi Mishima, sponsors a martial arts contest known as 'The King of the Iron Fist Tournament'. After the last terrible battle for control of the Mishima Financial Empire between Heihachi and his son, Kazuya, Heihachi emerged victorious. Hungry for power, Heihachi set himself goals beyond anyone's wildest imagination. Feigning good intentions he presented a plan for world peace, which gains him the trust and support of leaders the world over. All the while his grandson is growing to be a strong and disciplined boy in the peaceful and tranquil mountains. He lacks experience and the God of Combat knows this and takes advantage of it by ambushing him. Jin is wounded and flees to his grandfather Heihachi. After explaining the events, Heihachi's will to dominate this creature grows to new heights, leading to the birth of the third 'King of the Iron Fist Tournament'. The obvious reason for Heihachi doing this, is to lure the God of Combat into a trap and eventually control it, therefore controlling the world.

Few titles own the distinction of revolutionising a genre, the Tekken franchise has done this on both the Arcade and Console fronts. Entertaining gamers all over the world with its brand of kick hard, punch fast gameplay, and has always been considered to be the leader in its class. But with the increased competition can there still be only one and will it deliver standards that gamers all over the world are expecting? The Mishima Financial Empire takes on its toughest test, the 1998 gamer.

StOrM

An entertaining script setting the scenes for Tekken 3, which helps the gamer to visualise the reasoning behind the bone crunching action that is Tekken. All lovers of the series will be happy to know that all the favourite characters from the Tekken 2 are still alive and well, and



Nina Williams, Yoshimitsu. After meeting certain criteria's you can then unlock an extra nine characters; Kuma, Julia Chang, Gun Jack, Mokujin, Anna, Bryan, Heihachi, Ogre and True Ogre. The depth in character choices is phenomenal and cannot be matched by any titles out there at the moment. Due to the PlayStation's lack of processing power (if you could call it that) the 3D backgrounds of the Arcade Version had to be changed to flat backdrops (2D). This in no way changes the gameplay and helps the PlayStation port form a steady frame rate.

The graphics used in Tekken 3 are of the highest quality, bringing to life all the characters with supreme realism. Slow motion replays are a joy to watch everytime, showing off the brilliance of the graphics engine and the realistic character reactions.

All the characters now have even more entertaining moves to add to their arsenal, and all this without having to physically abuse your controller. Yes, there is a certain amount of abuse, but with practice and timing anybody can be a contender for the title of 'King of the Iron Fist'. If you have a Dual Shock Controller then Tekken 3 will

jolt and push its way to even more of an enjoyable experience, especially if you have two and have a buddy you can test your moves on.

The Tekken 3 development team have shown an effort in sprucing up the single players modes, by seeking to the original choices, such as time attack, team battle, practice mode, and survival mode from the original, and by adding 3 new modes, namely force mode, Tekken ball mode, and theater mode. The most innovative of the three is the force mode that is similar to the classic Double Dragon side scrolling type gameplay. I must confess that force mode is not the best adaptation of the side scroller and will probably be over-



Jin takes matters into his own hands, or should I say back hands.

Tekken 3

(cont)



It's almost like a box of Quality Street chocolates, you can pick your favourite, favourite.



This picking on is a lady thing again, but you should not Nina pick on him.

looked by the majority of gamers. The ball mode compromises of a martial arts style volleyball, with the objective of transferring the ball between courts by using special moves to transfer the energy to beat the ball around. Quite frankly a total waste of time and effort, a little more thought should have gone into developing the mode. The theater mode is for all the FMV lovers who enjoy watching the moves again and again (only if you have unlocked them). You can even slot in your old Tekken 2 disk and relive the FMV from that classic.

As with the graphics of Tekken 3, the sounds and music

screams, puffs and noises of pain back up combinations of moves in realistic fashion. The music is pinpoint for this type of genre, leaving you with the realisation that the Tekken team are thoroughly experienced at giving gamers what they want on all aspects of the game.

I do have one more gripe though, the two new exclusive characters are pitifully unwelcome in the Tekken universe. Dr. Boskonovitch the scientist that appears in Yoshimitsu's Tekken 2 ending makes an appearance with his odd back problems, but fails to add any form of value to Tekken.



No this is not a new form of flow dancing, but very similar.

are extremely well integrated into the gameplay.

3. The other exclusive character Gon is a tiny dinosaur from a Japanese comic that breathes fire, has serious electrical disorder, and has a rear end problem. This may be a character that takes the Japanese into screams of delight, but it certainly bores the hell out of us western world plebs.

Finally it is said, Tekken 3 is the definitive combat simulation on any home user system with the standards rising two fold. Tekken 3 is the game of the moment and thoroughly deserves all the accolades it is receiving. If you haven't got the money for a PlayStation console, buy Tekken 3 first, then worry about the console later.

Tekken 4, which is unofficially set to launch with the PlayStation 2, is already starting to make news headlines. What can we expect next, the perfect game?

OVERALL RATING

91

95 92 86 91 90 93

www.namco.com

1 or 2 PLAYER

1

Unsurpassed Gameplay. It's Not Tekken 3!

Exceptional Graphics

Multiple Options

REVIEWS UNDER FIRE

Tombi covers two distinct categories, namely RPG and Platform have been joined together and now we have, even a RPG Platform type game. If Tombi proves to be a commercial success (and I have a strong feeling that it will be in Japan), then you can expect to see plenty more of this new hybrid type game filling up advertising space. Although I'm not sure that this game will strike gold outside of Japan, due to it being so tailor made to their own tastes. If you can imagine Crash Bandicoot wandering around in Final Fantasy VII then you're blessed with one vivid imagination and you're some way in understanding how Tombi is played. Tombi is a little cabbage patch doll-type character. Obviously he's aimed at those who have affections for the likes of Mario and Sonic. He is unashamedly 'cute' with his orange hair and mischievous demeanor. The opening FMV shows Tombi being 'abducted' by some pigs of his grandpa's bracelet after that we find out that the world used to be a happy and peaceful place until the villainous pigs invaded, and now they rule through intimidation and fear, stealing from everyday folk. And so begins Tombi's quest to seek out the seven evil pigs and reclaim his stolen bracelet. On route to finding these evil pigs Tombi also helps out the local residents, a typical example being to free a number of rapped dwarfs. Once this task is achieved then Tombi gains access to next stage of the game.

The role playing element is pretty standard: walk around locations, speak to the locals, gain information and find the articles that you need to progress. Once each stage has been successfully cleared then the player moves on to find a new area with more characters to talk to plus slightly trickier puzzles to solve. As in any self-respecting RPG you have your trusted map, along with a list of items you have acquired. The items are of the 'Old Key' and 'Charity Wings' variety, and in order to protect you have to find the correct use for them. On top of your Map and Items you also have an event page. (This is a list of objectives that you have done need to do, e.g. rescue the child), and lastly there is the Status page. There your experience



TOMBI!

Platform / RPG
Developer: Whoopee Camp
Publisher: Sony Computer Ent.
Support: Ster Kinekor Inter
Tel: (011) 445-7900
FRP: R 369.00

www.playstation-europe.com

points and ability level, plus extra lives are all displayed. Pushing the select button while in game brings all this RPG information up on screen, then you can scroll through until you find what you need. It's pretty straightforward and should be familiar

to any gamers who have a little RPG experience. The other side of Tombi is the platform style game play. After you find out from the various characters what you're supposed to be looking for, you will then have to nego-



Cute graphics and addictive gameplay make up Tombi.



tiating the platform stages in order to find it. As with most platform games, the skills required to negotiate the stages are based around jumping and timing. Tombi also has a throwing weapon, plus the ability to climb vertical walls and swing from trees. Taking out annoying creatures that get in your way can be done by either using the weapon or jumping on their backs, and then hitting them! As platform style gaming goes Tombi is filled with traditional obstacles as well as a few ingenious new ones. Fans who enjoy this Mario style of action will find themselves very comfortable jumping and swinging around Tombi's world.

The whole game is presented in that incredibly 'cute' baby-grow-walrus-toun type imagery plus the bouncy music are all aimed at pulling in the younger players. The graphics are bright and crisp and shift from 2D to 3D depending on the situation. There are also a number of FMV sequences that link certain parts of the story together. The control is good, with Tombi using his various acrobatic skills to good effect. The sound is typical of a game aimed at younger players, insanely happy music with funny little sound effects. The RPG story is conveyed through written text and the fairy tale style FMV.

Tombi ends up being a surprisingly good combination of different gaming styles. The RPG and platform elements sit easily together, so players who appreciate both styles will find much to enjoy. Hardcore fanatics will probably find the mixture too diluted to be truly satisfying, but then Tombi isn't really aiming for that audience. I think it's mostly the younger players who will get the most out of this fun packed fairy tale adventure.

Overall Rating: 72

www.playstation-europe.com

1 PLAYER

1 Difficulty (SR)

Colorful Characters
Good Fun & Platform Elements

Lack of Depth
Not the Best Game for Some

Aggressive,
 jaw clenching
 pack racing, in the
 world's best saloon
 racers, on the
 world's best tracks.

TCA 2

TOURING CARS



DUAL SHOCK
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DEVELOPED AND PUBLISHED BY
Codemasters



www.playstation.co.uk

REVIEWS UNDER FIRE

It's only taken around 4 years for developers to realize that the classic shoot-em-up is still and will always be one of the most enjoyable gaming genres. Think now that its coming back into style we'll probably see more next generation titles that aren't afraid to stick with this simplistic kind of game-play. In fact, N20 offers a good example of this point.

N20 is nothing more than an arcade style action game. What makes it stand out from the crowd is that the developers have literally stuck to their guns; by that I mean there is no dodgy character analysis or some lame attempt to incorporate a mixture of gaming styles. No, N20 is a real kick alien bullet shooting feast. Even the background story text doesn't take itself too seriously. Destroy the Super Warriors and mutants before they become strong enough to invade the Earth. Come back home for milk and machines.

The aliens in N20 take the form of a number of different insects, 18 to be exact. These range from flies and ants all the way to black widow spiders. Each insect has their own attacking style. For instance the black widow can fire a web that requires you to shoot a whole so you can pass through it, while the mosquitoes fire a nasty malaria blast that must be avoided. The action occurs in a series of knotted tunnels, your craft has the ability to rotate round the tunnel so what was once the ceiling is now the floor and vice-versa. Each tunnel is cleared when you destroy all the hatched eggs, and as you would expect they become progressively harder the further

It seems that the shoot-em-up genre is on its way to making a serious come back. PlayStation owners had very little to choose from during the first few years that the console was on sale, but now there's a reasonable amount on the shelves and even more in development. You might say it's like the fashion trends, what was once a dead and out dated style of gaming is now back in vogue.

LH Industries



you go.

As with any good shoot-em-up, you're given a variety of power-ups to help you destroy the ever-increasing alien masses. N20 has a whopping 9 special weapons that can be acquired, a couple of my favourites were the Green Dragons, a string of green plasma that snakes down the tunnel destroying anything in its path, and the Rapido, a highly rapid burst of 30mm machine gun fire with an excellent range of vertical attack.

Unfortunately only two special weapons can be carried at once, but if you have a FireWall (total alien destruction) then this can also be used. FireWalls are obtained at the end of each level depending on your score. The final special power-up at your disposal is the shield; these protect you from all enemies and are gained by shooting the mushrooms that sporadically appear throughout the tunnels.

There is a complex bonus system at the end of each level that tally's up your score and if you get the required amount, access to the bonus levels is granted. Here you have to pick up as many coins / points as possible while

one collision will result in sudden death. The bonus tracks get progressively faster the longer you stay on, after a while your spending so fast it's practically impossible to see the oncoming obstacles. A successful bonus run will mean you will be able to buy more FireWall weapons, and these are essential for survival as you get further



Quick paced and trigger happy gaming

Action Shooter

Developer: Gremlin Interactive

Gremlin Interactive

Multimedia Warehouse

Tel: (011) 315-1000

R 369.00

www.gremlin.co.uk



Colourful graphics, is this the chill room?

N20



Circular tracks that can be raced on a 360 degree axis.



This reminds me of the big dipper at the Rand Show

into the game.

The amount of features and options available in N20 is very impressive. There are 4 different craft to choose from with varying amounts of brake and turning capabilities (although there is hardly any difference between them). You can also cus-

tomize your ship by

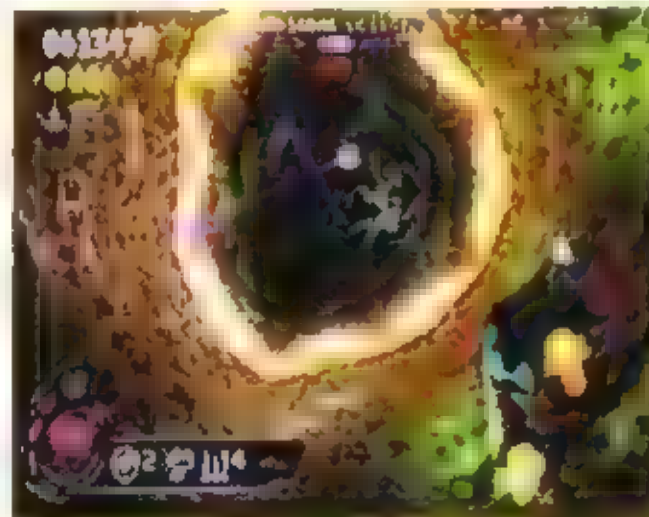
selecting your own colour scheme. 2 players can play simultaneously in either split screen or in a single screen. To compliment the action, beat all the tracks, bumps and explosions use the DualShock controller.

There is also a feature that effects the camera angle so that you can view the action in different ways, play an option to change the lighting effects. And lastly you can fiddle with all the various sound elements from ambient tracks to SFX to thumping break beats.

One thing you can't help but notice about N20 is that it's presented in an impressive 3D style. Trippy, tripe graphics, trendy, big beat sound track, courtesy of the hip Crystal Method Band, and many more chemical culture touches. If

WipeOut was the pioneer for trends PlayStation games then N20 is quite possibly the new leader. It could even be said that its style is covering up for a lack of content (most definitely not the case with WipeOut), but because this game knows exactly what its identity is, that's not really true. If you're looking for a quick fix of frantic shoot-em-up action, invite a friend round, have a few beers, turn up the volume, and kick some alien ass.

LH Industries



Who knows what this is?



A super slick arcade shooter that offers trendy production values such as eye popping graphics and top sound tracks. Great 2-player mode balances out the simplistic and repetitious game play.	80	90	80	40	85	80	OVERALL RATING 75
	www.gremlin.co.uk						
	1 2 PLAYER						
	1 Memory Bank						
+ Arcade Style Action + Cool Presentation + 2 Player Mode						- Simultaneous Gameplay - - Lack Of Playable Values -	

REVIEWS UNDER FIRE

In the world of computer games, few can claim entry into the very prestigious category marked: Mortal. Yes, believe it or not most new titles released today have a set by date. Even storing these games in your freezer won't extend it. With technology constantly being updated and competitive games company's always trying to get one step ahead, it's no surprise that a once re-releasing release is soon found in the set-up heap of outdated and useless video games. One way developers try to overcome this will by date is to constantly release their products. The actual game may remain the same, but now you get better graphics and an improved engine. Think Resident Evil or Tekken. Both these games proved to be successful first time around, so it makes sense to stick with the same recipe. There are, however, some games which have a very simplistic formula, but can't really be improved on, an old saying comes to mind. If it ain't broken, don't fix it!

I would say the same is also true with Bomberman, and now after a long wait you can find out why Bomberman has been played on various systems from the old SNES, right up to the PC and would expect to see a version appear on Sega's new console. The Dreamcast. If you are not already acquainted with this truly classic game, a brief explanation is in order.

In MultiPlayer mode, up to five players can compete in a game. The aim is to stand still, to kill off your opponents can be quite easy, and therefore the game applies it's other way around. You drop in as a bomb, then run like hell. In the few seconds it takes for it to go off. You have to try and make sure that one or more of your opponents is sufficiently close to the bomb so that when it explodes it takes them with it. It's very easy to blow yourself up, a slight lack of concentration is all that it takes, so when you have to deal with up to 4 other players trying to blow you away, things start to get extremely frantic. Games take place in a grid like arena, using this grid currently will give you the opportunity to hide from the blast of the exploding bombs, as well as to "form" other players into a position where

Arcade Action	
Developer	Hudson
Publisher	Sony Computer Ent.
Supplier	Ster Kinskor Inter
Tel	(011) 445-7900
RRP	R 369.00
International Site www.playstation-europe.com	



Although 1 player mode doesn't really compare to blowing up your mates, it's still has plenty of levels and options to keep you busy. In the normal game mode it's a case of picking up all the crystals in the time allowed and then moving on to the next stage. At the end of each different area you come across one of the Dark Force bosses. These are easy to kill, but some prove to be quite tricky. To beat them you will have to make the most of the power ups. These include extra speed, multiple bomb mines, kicking and throwing plus a few more. Utilizing these power ups correctly is a key to progress. If used unwisely they can often result in your own death.

There is a background story to Bomberman World, which involves the Dark Force brothers and an evil god. The story doesn't take itself too seriously, it really serves to link various parts of the game. The sound is pretty average, although there is an annoying use of some weird "batwalk" that resulted in me repeatedly asking when the world "MSTAN" was to end. The graphics keep the game firmly rooted in a cute cartoon world and this can give the impression that the game is only aimed at younger players. Don't be put off by this fact, as it's really just in keeping with the Bomberman series.

If you're lucky enough to have a group of Playstation pals, plus a MultiTap, you owe it to yourself and them to give this game a go. Bomberman's constant re-creation on different systems serves to confirm its incredibly unique and addictive game play. It is without a doubt one of the most enjoyable multi-player experiences available for the Playstation. It's put another way. IT'S THE BOMB!

they can take cover. This is where skill and strategy elements are essential to your survival. Carefully bomb dropping can result in causing an initial death trap to the other player. It soon becomes clear that a little experience and a lot of cunning goes a long way in winning matches. Bomberman also includes an



Bomberman of the 20th century



Bomberman World is the PlayStation version of a truly classic game. Now the best in single player mode, but definitely one of the best Multi-Player experiences available.

OVERALL RATING

7.5

www.atlus.com

One Of The Best Multiplayer Games For The Playstation

Not A Single Single Player Game

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REVIEWS UNDER FIRE

WWF Wrestling

Developer: Iguana

Publisher: Acclaim Sports

Supplier: Datalec Crew
Tel: (01) 233-1076
RRP: R 399.00

International Site
www.acclaimsports.com



WWF Warzone published by Acclaim, is in full, glorious 3-D and boasts some of the best graphics seen yet on the PlayStation. Anyone who regularly watches the WWF on SuperSport will recognise the roster of WarZone. It's talent includes the current champion Stone Cold Steve Austin, Shawn Michaels, the Undertaker, Kane, both Headbangers, Fathead & Rocky, Mavie, Bret & Owen Hart, the British Bulldog, Ahmed Johnson & my favourite, Ken Shamrock. And if they aren't enough you can always create your own in the Create-A-Wrestler mode. You can choose your wrestler's face, skin colour, body size, clothes & even his tattoos.

Although the game may not appeal to you if you aren't a wrestling fan you would probably still enjoy it, just for the sheer fun of it all. Although the game is a tad easy it more than makes up for it with all of its game modes. You can even choose to fight the CPU in a Steel Cage or in a match with weapons such as 2x4 wooden beams, TV sets, chairs and a table to slam your opponent on! The other one player modes are challenge, vs. & tag team.

If you have an extra controller and someone to play with you can play a cooperative tag team match, a 1 on 1, a "Tornado" match (2on2) and more! In fact, after you have won a belt in the 1-Player

mode, you can even wrestle against another human with the belt on the line! The game also supports the multiplay making for a 4 player mayhem!

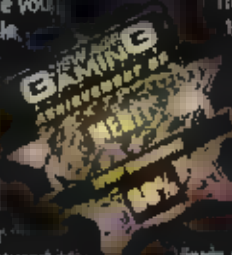
All the wrestlers and their moves have been motion-captured so the graphics look extremely realistic. The graphics are so good you could swear you were watching it on TV and not playing it on a console! The detail level is also amazing and you really notice this in create-a-wrestler mode, as every little detail you apply looks absolutely beautiful. In fact that is probably the best feature of WarZone. It is one of the only wrestling games to ever have a Create-A-Wrestler mode & definitely the only one to reach South African shores. It isn't easy to get bored of the 16 already playable characters plus the 3 hidden ones but it's still great fun to create characters for your friends and invite them over for a thorough thrashing in a weapons match!

The sound is also amazing. The game includes the theme music for all the wrestlers in the game, plus a few extra. You can use any of those tracks as your created wrestler's theme music. The only downside is that although the full themes are in the game, only a short piece is played during the wrestler's entrance & none is played post match. During the match, particularly when you are about to put on a submission

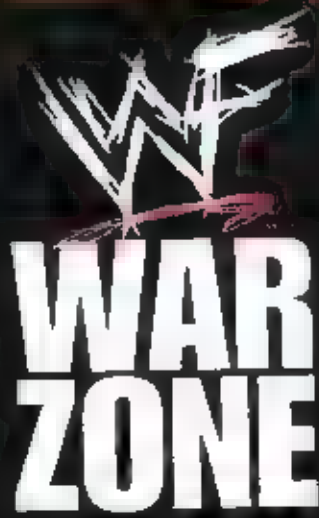
hold or when you do a taunt, you will hear your wrestler taunting the opposition. The crowd's chants are also excellent, just like the commentary. If you land a lot of different high-damage moves the crowd will get behind you and start chanting a number of different chants enabling you to inflict extra damage. If you keep repeating the same boring moves the crowd will boo you and cheer your opponent. The 3 commentators really are WWF commentators and they have recorded 90 minutes of commentary for use in the game.

The latest in a long line of WWF wrestling games has, in a way, gone back to basics, dropping the 'beat-em-up' style of WWF In Your House & WWF Wrestlemania and opting for more of a pure wrestling game.

Challenge mode you can even wrestle against another human with the belt on the line!



The control tends to bend a little towards the Tekken system. It isn't a 'button mashing' type of game, something wrestling games were previously criticised for. The game's learning curve is only about an hour and half, after that you'll be steadily power-bombing with the help of the in-game move list which tells you exactly how to perform most of the moves for your wrestler. (It doesn't give away the finishers etc.). Once you get the feel of it, the control is flawless. If you feel like brushing up on your skills or if you're new, try the Training



You need a belt.

WWF Warzone (cont)

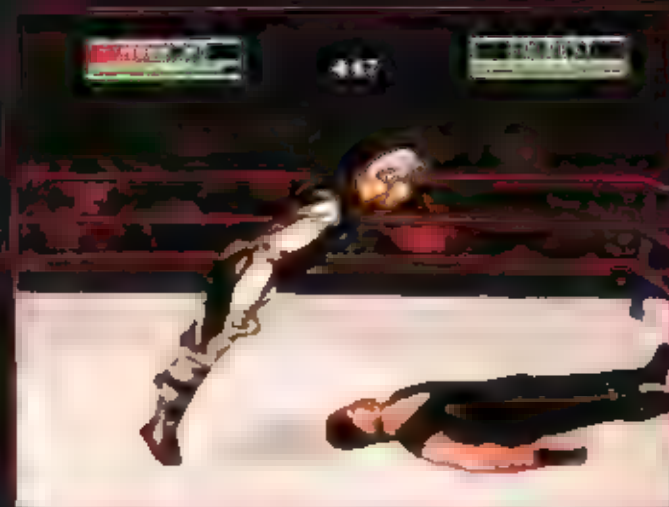
Mode, where you can practice moves as much as you like while it displays the command to do that move at the top of the screen. The game's 'cheats' can only be unlocked by winning the game (unless you have a Game Shark or X-plorer) which is an excellent form of giving cheats instead of dishing them out on a silver platter.

As I had previously mentioned, WWF WarZone has an extensive roster of current talent, each wrestler with his own strengths & weaknesses. I'll start with Shawn Michaels. One of Shawn's strong points is his ability to fight a fast-paced match. His best moves are probably the hurricanrana, where he will hop onto his opponent's shoulders and flip himself over, ramming their head into the ground, his DDT (he grips his opponent's head under his armpit and falls backwards) & his finisher, the Sweet Chin Music, a devastating kick aimed right at his foe's chin!

Stone Cold Steve Austin, the current WWF Champion, is also present in the game with his 'F--- YOU!' attitude intact. A no-nonsense fan favourite, Austin is pretty much an all rounder with his fair share of power moves, but don't expect to see him fly around the ring like Shawn or Rocky. He is, though, extremely tough. Austin's top

three moves are probably his Powerbomb, his Cobra-Clutch an excellent submission hold, and his finisher, the 'Stone Cold Stunner' which often knocks out the opposition hence the name 'Stunner'. Remember, Austin 3:16 says: 'I just whipped your ass!'

'The Rock' Rocky Balvia is part of the new generation of wrestlers in the WWF & the co-leader of the 'Nation'. He is more of a flyer than anything else, & his speed gives him an edge, but when it comes down to technical wrestling, the 'Rock' won't fall short. He also has some punishing manoeuvres such as his hurricanrana & his 'Mama Hurricane', a modified crucifix into a DDT. His finisher, 'Rock Bottom', is a version of the Urangle Judo slam.



Now lets get another look at this victim from another angle.

million superstar who has made a great impact on the fans. Using Shamrock you can beat up on the opposition with Shamrock's large arsenal of submission holds making him one of the best characters to play as. His trademark moves, the hurricanrana & the belly-to-belly suplex combined with his devastating Ankle-Lock Submission finisher are also in the game.

Before WarZone's release the PlayStation's wrestling genre was sorely lacking, even with titles such as WCW vs. the World & WCW Nitro (the latter which isn't available in S. Africa), but WarZone fills the gap. It has almost everything you could wish for in a wrestling game and is so playable that even if you aren't a wrestling fan you'll find it a worthy addition to your PlayStation arsenal. It may appear easy to some and you won't find yourself with too many losses at the hands of the CPU, but it is great fun. The joy of slamming your opponent's head into a nice thick steel cage is something that has to be experienced, especially if you're playing against a human. The graphics, sound & gameplay are truly amazing & I definitely suggest taking a look at it.

'The World's Most Dangerous Man', Ken Shamrock, is another new gen-



The developers at Iguana took a page out of the fight club book.

WarZone is truly one of the best-looking & most playable games available on the PlayStation. Wrestling fan or not, it captures the essence of wrestling and is fun and easy to play. The control is also great & moves are painlessly executed. WarZone is definitely worth a look at, it may be a bit tedious to convince you to buy it!

92 88 90 NA 88 90

www.acclaimsports.com

1 or 2 PLAYER 1 Player Bonus + Realistic Graphics + Full WWF Support + Cool Commentary Options + Difficult To Pull Off - Finishing Moves

OVERALL RATING

89

REVIEWS UNDER FIRE

With over 30 million PlayStation users worldwide you would expect there to be an incredible variety of games available for the system. There have in fact been over 400 titles released for the console, but if you have to divide them up into certain genres you would only have a handful of genuinely different styles of gameplay. How many times do we see the same game dressed up in a different package? It seems that as soon as one developer invents a new and successful type of game, then an avalanche of copied clones arrive (Doom, Anarchy). With publishers and developers under immense pressure to see a return on their investment, this results in very few risks being taken with regards to innovative and original ideas. It is for this reason that Sony Computer Entertainment should be praised for making the effort to break new gaming concepts, e.g. Pump Up The Volume. On top of breaking new ideas, Sony also has a bank of money depending how you look at it, to see their few ideas succeed or fail. Fluid is a prime example of this approach to game developing, undoubtedly enriching the PlayStation portfolio but might not do the same as a bank balance.

The game is aimed at music lovers who at one time or another have toyed with the idea of making their own music. Gamers who react well to various forms of house techno, jungle, ambient and acid jazz should react on while those who don't get any reaction at all will probably find it the same with the average game user. Fluid is like having a mixing desk in your PlayStation. The mixing desk has the ability to access over 600 different pre-recorded sounds. What you do with these sounds is up to you, and that's where Fluid becomes a creative tool rather than just a typical game. But before you can start mixing it up, you're going to need the sounds. So make up a song. Collect these by way of controlling a dolphin that swammy swims through 12 different underwater environments. Objects representing the various types of sound banks (e.g. Peace, Space, Flower etc.) appear and you can enter these by swimming into them. Once inside this underwater world you can listen to its unique sounds as well as play different melody's over them. Pushing the four face-up buttons as well as using the directional buttons to alter the pitch does this. Think of it as a backing track con-

Interactive Music

Developer: Sony Computer Ent

Publisher: Sony Computer Ent

Supplier: Ster Kinekor Inter

Tel: (011) 445-7900

RRP R 299.00

International Site
www.playstation-europe.com



stantly playing, you have 4 different instruments you can play over it. A bit of guitar here, some piano there and how about some percussion as well. And you are done jamming. It's time to take your newly acquired sounds back to the mixing desk.

The mixing screen is made up of eight tracks, these tracks are divided up into percussion, bassline and melody. So lets say you click onto the bassline track, here you can go through all the different bass sounds you have collected, trying each one out. Because the sounds are all looped, a continuous pattern is played. Once you're happy with the beat, then try adding some drums. Or to be drum track and repeat the same process. And this is done for all eight tracks, you're in with your very own

piece of music. On top of being able to choose sounds you can also edit them, choose between 11 types of effects which include volume, reverb, delay and tempo. When you consider the amount of different variables that you can choose from when putting a track together, it's not that surprising that you can end up with a genuinely unique song.

After you're done mixing down, you can save the track along with 23 others to one block on a memory card. You can also play out 'jam' over them using directional and face up buttons in the same way that explained about earlier. And that's it really, not in the strictest terms a computer game but rather an interactive experience. Collecting the various sounds using the dolphin is not really a game, more of a welcome diversion from the mixing screen. The animation of the dolphin and the underwater sounds are beautifully portrayed, the 'win' word sees you swimming through a forest of colorful plants while 'temple' has a hazy world of ruined temples to pass by. The sound is obviously very important, and that's where the real quality lies. On offer are an amazing selection of vocal noises, funky rhythms and catchy melodies. The sheer diversity of them will keep even avids trying to find an almost infinite number of possible combinations. It's refreshing to come across a game such as Fluid because it shows

that the PlayStation library of games is indeed expanding in a new way. Perhaps it's main achievement is in giving the player a chance to actually take the basic ingredients of a dance track and see how they interact with each other. People looking to actually write dance music will still have to look elsewhere as Fluid is in no way an actual song writing device. I myself have had a little experience in putting together the odd dance track, and would recommend Fluid to anyone who's interested in finding out something about themselves. Fluid will give you a small taste of the ingredients required to put dance music together. If you like what you find then you could think of it as a stepping stone into the musical world.

Switch to music lovers who love the electronic sound. Fluid is not really a game but more of an interactive musical experience. For both younger and older players who have an interest in dance music construction, Fluid provides a useful introduction into the world of music production.

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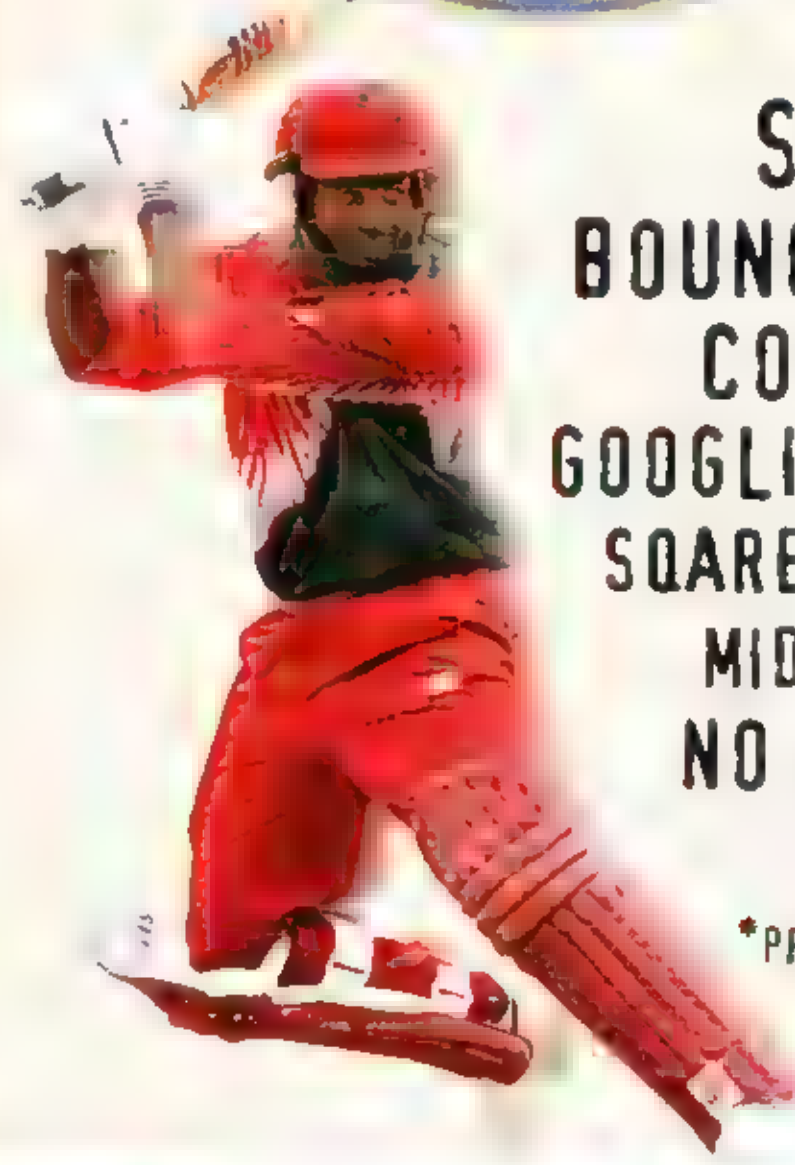
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PLAYER 1 Activity Mode

Interactive Product - No Playing To Start - Create Your Own Sound

OVERALL RATING 70

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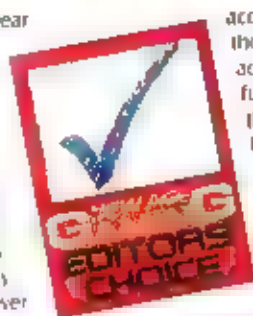
Codemasters

TAKE IT LIKE A MAN.



1998 is turning out to be the year of the 3D accelerators for Creative Labs, they were the first to mark with their 3D Blaster Voodoo2 and now they have just released the incredibly powerful Graphics Blaster RIVA TNT 30fx commercially the 3D acceleration market and has dominated ever since. Now Nvidia has stepped in the front and is trying to topple the mighty 30fx tower with its RIVA TNT chipset.

The amazing Graphics Blaster RIVA TNT offers an integrated solution delivering sizzling 3D performance and screaming 3D frame rates, and comes standard with 16 MB of SDRAM to take gaming to a new level. With its 250 MHz RAMDAC and Graphics Blaster RIVA TNT supports all high resolutions such as 600x 400 in 16.7 million colours, which most gamers haven't even heard of yet. The highest resolution supported by the device is an amazing 1280x 1024. Admittedly you would need a high end 2 monitor to play games at these resolutions, but the game never looked as good as in RIVA 200. As can be seen from our benchmarks the RIVA TNT chipset doesn't hold back as far as the other competitors either, and compares favourably with Voodoo2 benchmarks we did recently at NAG, even beating it in some instances. The Graphics Blaster uses the Microsoft Direct 3D and OpenGL APIs for acceleration of games but unfortunately not support any proprietary APIs like 3dfx's Glide meaning that some older games might not utilise the Graphics Blaster's hardware.



The name says it all the RIVA TNT certainly packs a punch



becomes a great gaming card but also a little bit of a headache for AGP enthusiasts like 3D Studio MAX. This means that game developers and CAD engineers can't always rely on the acceleration at all times.

The Graphics Blaster RIVA TNT comes in two versions standard PC and AGP. The PC version is intended for those who haven't upgraded to the Pentium II 440LX or 440BX motherboards yet and requires a PCI v2.1 bus-mastering slot, which most of the motherboards developed in the last 2 years feature. For power junkies and those fortunate enough to have a Pentium II 440LX or

440BX motherboard, the AGP card is recommended due to the direct access it has to system memory. In an AGP configuration the Graphics Blaster will start streaming textures in the system memory whenever the 8MB on the video card is used. For example if you have a scene that has 20MB worth of textures, 16MB will reside on card and 4MB will be allocated to system memory. The AGP bus runs at 66 MHz twice the speed of PCI and since the Graphics Blaster RIVA TNT supports 2X, it can transfer data at 528MB/s as opposed to the 256MB/s of 1X compliant cards and the 128MB/s of the PCI bus. For those who get completely lost with above graphics it is important that the AGP version is FAST, VERY FAST. And offers additional benefits over the PC version.

As with any Creative Labs product the Graphics Blaster comes with some extra goodies. It ships with full versions of Inspiring and Crusader that's specially optimised for the RIVA TNT chipset. Enough to keep any gamer happy for a while. Another bonus is the excellent warranty that Creative Labs offers, and with service centres across the country getting a faulty card to be replaced or repaired is no problem. It is easy to see how the Graphics Blaster RIVA TNT is so recommended. At around R1699.00 it is well below the price of most Voodoo 2 cards on the market today and you get much more performance, higher resolutions as well as a 2D only play rate. Overall the Graphics Blaster impressed even more at NAG, it outperformed with a score of 100% with speeds that have to be seen to be believed. The Graphics Blaster is sure to find a home in many gamers' machines.

R 1699.00 RRP
Creative Labs Africa
(011) 315-1000
www.mmw.co.za



The Erazor MP light gun is loosely based on the Healy and Kelly VAP's 9mm Submachine Gun. This modelled plastic version is a well designed weapon that pleases the eye while it means that it has a decent length of 180mm. The gun is a little bulky and the whole unit is a little heavy, but right the way is always an important consideration and the gun is a little light to be carried as a cheap plastic toy with limited durability and not as a serious training device. It has a decent weight and the trigger is a little stiff.

What do they all do?

All the buttons are located on the top and side of the gun and the all important speed of fire is controlled by a trigger on the side. The gun has a trigger on the side and a trigger on the top. The trigger on the side is a trigger on the side and the trigger on the top is a trigger on the top. The trigger on the side is a trigger on the side and the trigger on the top is a trigger on the top.

ERAZOR



reloading and automatic fire modes. This is a nice touch and saves having to hold the gun away from the target. The gun has a trigger on the side and a trigger on the top. The trigger on the side is a trigger on the side and the trigger on the top is a trigger on the top.

has also the old SideWinder II Pro in most of the toughest gaming areas. It is a little bulky and the whole unit is a little heavy, but right the way is always an important consideration and the gun is a little light to be carried as a cheap plastic toy with limited durability and not as a serious training device. It has a decent weight and the trigger is a little stiff.

The main claim to fame of the Precision Pro is the patented digital optical mechanics of the controller. It uses an infrared beam to transmit signals to the target. This basically means there are very few moving parts and no friction within the unit. This also allows for correct calibration and little chance of wear and tear inside the critical area.

The Precision Pro has the same amount of buttons as the old 4D Pro, only this time there is a shift button.



users are offered a way to transmit signals to the target. This basically means there are very few moving parts and no friction within the unit. This also allows for correct calibration and little chance of wear and tear inside the critical area.

reloading or normal mode. There is a trigger on the side and a trigger on the top. The trigger on the side is a trigger on the side and the trigger on the top is a trigger on the top. The trigger on the side is a trigger on the side and the trigger on the top is a trigger on the top.

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www.edutain.co.za



homework. In this device and have the ability to shoot all the targets at the same time. This device also comes with a 16.7 million colour display and a 16.7 million colour display. The device also comes with a 16.7 million colour display and a 16.7 million colour display.

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Creative Labs Riva TNT Benchmarks

Maximum Installation - Default Configuration (not tweaked) - Sound = Max Performance (Intel PII 266, 64Mb Ram, Awe64 4 Gb SCS HD, Win 98)

Quake 2 (Version 3.15) Timedemo Benchmarks

Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dem2	50.2	48.2
640x480	Timedemo 2 demo2.dem2	48.4	46
800x600	Timedemo 1 demo1.dem2	44	43
800x600	Timedemo 2 demo2.dem2	41.1	41.2
1024x768	Timedemo 1 demo1.dem2	37.3	37.3
1024x768	Timedemo 2 demo2.dem2	36.3	36.7
1600x1200	Timedemo 1 demo1.dem2	16	15.9
1600x1200	Timedemo 2 demo2.dem2	15.1	15.1

the multitude of 3D gaming peripherals, the market is still in a state of flux. The market is still in a state of flux. The market is still in a state of flux. The market is still in a state of flux.

the market is still in a state of flux. The market is still in a state of flux. The market is still in a state of flux. The market is still in a state of flux.



to use with Microsoft's Freestyle Pro. The unit does seem a bit bulky.

might indicate that it is a little bulky and the whole unit is a little heavy, but right the way is always an important consideration and the gun is a little light to be carried as a cheap plastic toy with limited durability and not as a serious training device. It has a decent weight and the trigger is a little stiff.

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MULTIPLAYER MAYHEM

Handmade Software and M-Web Bring Online Gaming Closer to South Africa.

We have always moaned and groaned at the way the overseas markets are spoilt with multiple companies investing large amounts of money into online gaming. As we well know the reasons behind the large growth in online multiplayer gaming is the support and the affordability. American and European gamers are supporting the big game companies such as Ten and GameStorm with thousands of players online at any given time. Another big factor is the large amounts of bandwidth available in the game's, allowing for more enjoyable gameplay with acceptable pings.

But where does that leave us as South African gamers? Are these companies interested in our market? The answers are clear yes. Handmade Software and M-Web have been making inroads into bringing online gaming closer to our shores. GameStorm, the largest online gaming provider in the world, based in the U.S.A. have found that the African market is an untapped goldmine and should be given the chance to prove that we have the potential to compete with the big boys. Handmade Software has signed an exclusive deal to support the software locally with updates and news via their web site www.gamestorm.co.za.

The big question on everybody's minds, including mine was whether we would be getting local servers for lag free gaming? Greg Roudt of Handmade Software explained that we would have to utilize the U.S.A. servers until we finally have the numbers to show that the large investment needed would be cov-

ered by the local gamers. In other words we as gamers would have to support the online service in order to prove that local servers are a viable option to the companies involved. The ball is then in our court and we should start to put our money where our mouth is and support these efforts to bring online gaming to our shores.

The billing of GameStorm will still be situated in the States and will be subject to the exchange rate \$9.95 per month (Dollars), roughly R60.00 per month, is the going rate and is a little expensive with the economic depression that is plaguing South Africa at the moment. But if you consider the cost of bringing entertainment, it is relatively cheap for hours of entertaining gameplay. You get the opportunity to play hand in hand with gamers of other countries and to join some of the local guys in teamplay against the opposition.

GameStorm offers a large range of online games to the public with their award winning flight sim Air Warrior 3 leading the way. I was thoroughly impressed with the game and will be doing an in-depth review on the title next month. What impressed me mostly with

GameStorm were the decent pings that I received while going toe to toe with the opposition. Handmade Software's Greg explained that Air Warrior 3 and GameStorm's other titles are designed specifically for online play and an anti ping of 1500ms helping the South African gamer overcome lag problems. M-Web has also optimized their international bandwidth using shorter routes to the GameStorm's overseas servers. This certainly helped the flow of the game and contributed to my shooting down a few American soloists as part of the South African ZA Eagles Squadron.

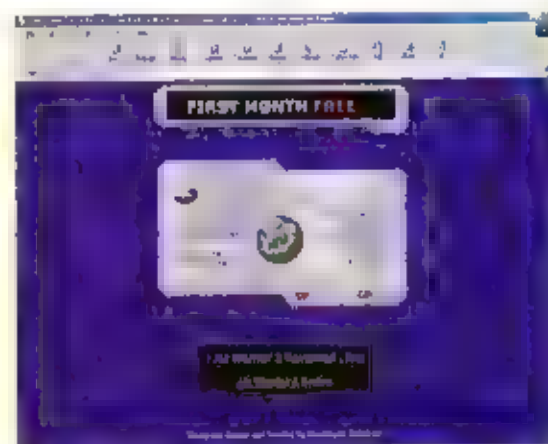
If you are looking for something more than online gaming servers, War Quake and Starcraft then GameStorm is a great alternative. We have and always will be subjected to the back end of online gaming support unless we can show the overseas money hungry suits that we have the numbers to support their ventures. Obviously nobody wants to pay ridiculous amounts of money on needless services that



EVERYTHING ELSE IS JUST PRACTICE

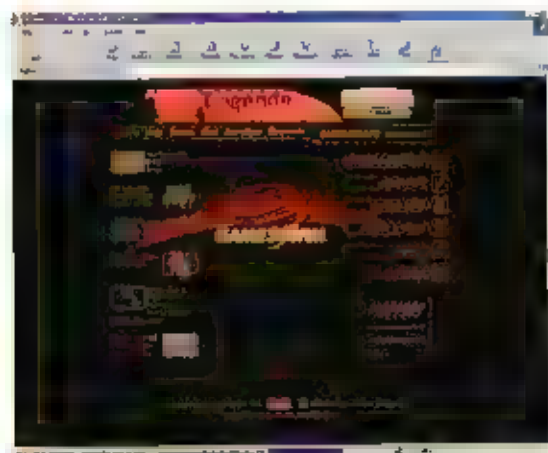
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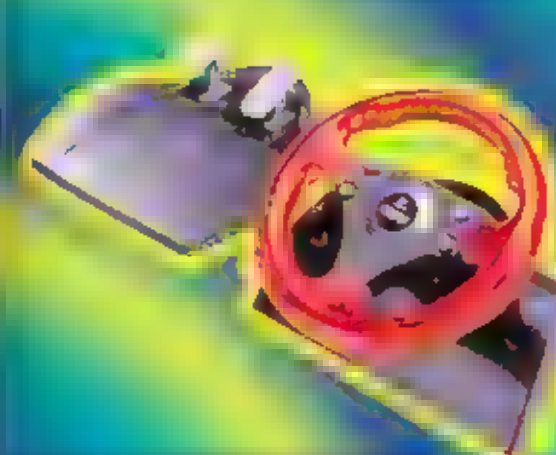
hardly tickle our gaming nerves, but with GameStorm we are heading a few more steps in the right direction. It's going to cost a few local gaming addicts in the meantime to turn the attention towards South Africa. With that we will change the uncontrolled fortunes it costs to play online as well as take full advantage of the local peering of our ISP's will South African based gaming servers.

With all things there is a price to pay (except if you're a Quake lover) how far are you willing to go? What will it take for us to get the local support we so desperately need?



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- Feel more, react quicker, drive faster
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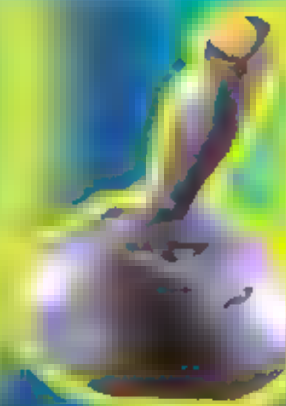
Wingman Interceptor

- 33 Programmable buttons
- Digital precision
- Three 8 way hat-switches



Wingman Force

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- Sturdy two hand base
- 5 Programmable buttons
- I-Force compatible
- USB or serial connector



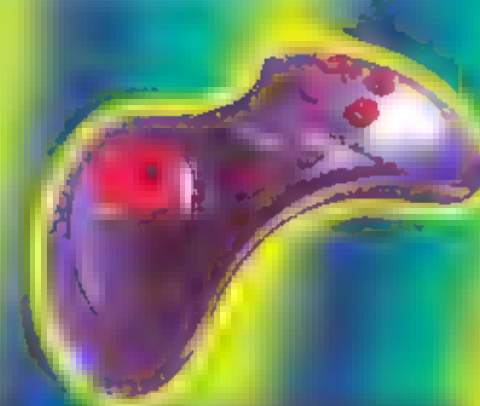
Wingman

- Designed for flying
- Throttle control
- Heavy steel base
- Sculpted grip
- Rubber encased buttons



Wingman Gamepad

- Shapely grip
- 8 way direction pad
- 6 buttons plus 3 for settings
- 2 triggers
- Digital technology



Thunderpad Digital

- 8 programmable buttons
- Precise lightning-quick play
- Digital technology
- Dual mode for second player



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PLAYSTATION CHEATS

MDK

Level select

At the main menu hold L1 + L2 + R1 + R2 then press Triangle. Up Triangle Circle Right now immediately release L1 L2 R1 and R2 when the level select list appears

Invincibility

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Circle Triangle(2) Circle Right Up Left L1 Square

Unlimited lives

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Triangle Right Circle Left Circle Triangle(2) L1 Right Note This code may only be enabled during the last level of the game

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Up Down(2) R1 Right

Unlimited health

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Down Up Circle Down Up Down L1

Unlimited money

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Down Right Circle(2) Left(2) Up Square Triangle

Unlimited time

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press X L1 Right Circle X Up Square

Super chain gun

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Left L1 Down Square Triangle Up Down

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Triangle Circle Square L1 Right

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Left Up X Square L1 R1 Right

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Left L1 Triangle Square Right Circle Left(2)

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Down Up Square Triangle Down Circle(2) Right

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Circle Triangle(2) L1 Right Note This code may only be enabled during the last level of the game

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Up Square L1 Left Circle Triangle

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Right Circle Triangle Circle X Press R2 during game play to activate turbo speed

Unlimited ammo

Pause the game and press Down L1 Up Square Now unpauses the game and immediately pause the game again and press Down Up Left(2) Triangle Up Right Down

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Age of Empires: Rise of Rome

Just type in these codes in the chat window:

king arthur - changes birds into dragons (999 HP)
pow big mamma - new unit: BabyPrez (Baby on trike) (500 HP 50 str 10 arm, 15 mg)
convert this - new priest unit ("Saint Francis"), who kills his enemies by lightning (25 HP, 200 str 0 arm, 10 mg)
stormbilly - get a sci-fi robot ("Zug 209") (100 HP 20 str 10 arm, 15 mg)

Betrayal in Antara

If you press shift-control-x then type:
Gotta have magic (Aren learns all the spells)
Why am I so dull (All character traits are maxed)
Some call me Tim (Destroys all the enemies on a battle screen)
Ask a Glass of Water (Teleport Party to Beginning of Chapter)
Man Does My Leg Hurt (Heal the Party)
Supermarket for the Rich (Access cache of good items)

Flight Simulator 98

Altitude Cheat

To increase your altitude BEFORE you've taken off press Y then F4. When you want to stop going up, press Y again. Anytime during the game press "y" You will stop and so will everything. On the top it will say "slow" Then press either F2 to go forward or back and F1 to stop. Or press F4 to go up or down and F3 to stop. Also when you are in "slow" mode you can the can go forward, back right left using the arrow keys on the keyboard or the joystick. When you are done press "y" again

Hardware

At the Game Launch screen - Go into Controls & then Buttons on the joystick controller (Joystick only!) Select a button and change its function to "God Hanger" When this button is pressed, you will be instantly transported to a hanger in which you can fill your Moth with weapons software and increase your cash to whatever you need Warning You will be targeted as soon as you resume the game Who said cheating was easy?

PC CHEATS

NHL 99

Type these codes in DURING the game.

MANTIS
Gives players elongated arms, legs, and necks.
NHLK DS
Makes players kid size
HOMEGOAL
Gives home team a goal
AWAYGOAL
Gives away team a goal
PENALTY
Causes a penalty
INJURY
Causes an injury
ZAMBO
Puts the zamboni on the ice
VIL TORV
Starts fireworks over the rink
FLASH
Camera flashes from the stands
SPOTS
Turns on the pre-game spotlights
CHECK
Every player automatically body checks an opposing player to the ice upon contact

NEW AGE
GAMING

PC CHEATS

Overboard! Shipwreckers

Hold down P and type in:

- 1-2 - Ship, Skull, Fish, Anchor, Ship, Anchor
- 1-3 - Ship, Anchor, Skull, Ship, Anchor, Fish
- 1-4 - Skull, Ship, Fish, Anchor, Anchor, Ship
- 2-1 - Fish, Fish, Anchor, Ship, Skull, Anchor
- 2-2 - Skull, Anchor, Anchor, Fish, Anchor, Ship
- 2-3 - Fish, Anchor, Ship, Ship, Ship, Skull
- 2-4 - Anchor, Fish, Ship, Skull, Skull, Fish
- 3-1 - Ship, Skull, Skull, Fish, Anchor, Skull
- 3-2 - Fish, Skull, Anchor, Fish, Skull, Fish
- 3-3 - Fish, Fish, Ship, Skull, Fish, Ship
- 3-4 - Ship, Anchor, Ship, Fish, Anchor, Fish
- 4-1 - Skull, Skull, Anchor, Ship, Fish, Fish
- 4-2 - Ship, Anchor, Skull, Fish, Fish, Anchor
- 4-3 - Skull, Ship, Skull, Skull, Fish, Ship
- 4-4 - Ship, Fish, Ship, Fish, Ship, Anchor
- 5-1 - Anchor, Ship, Fish, Skull, Fish, Fish
- 5-2 - Fish, Ship, Anchor, Skull, Ship, Fish
- 5-3 - Ship, Fish, Skull, Anchor, Anchor, Skull
- 5-4 - Skull, Ship, Anchor, Fish, Ship, Skull

War inc

Hold down ALT and type WAR then release ALT and type:

- W - Fog of War disabled
- V - view entire map
- R - Rearm all units (including enemies)
- Q - Quick build
- K - Kill all enemy units
- A - on/off
- R - Rearm active unit
- \$ - \$1 Million and 1000 RUS
- N - No FoW, view entire map, quickbuild & big money/RUS
- U - Upgrade active unit
- G - God mode
- K - Kill active unit
- F - Force network resync
- G - Give enemy a Command HQ
- S - Show Danger
- A - All units and buildings available
- M - Max out active unit
- D - Double power output
- W - Win campaign

Rainbow 6

To activate cheats press in game and type them in:

- TEAM GOD = Team God Mode
- AVA A GOD = Player God Mode
- PLAY = Sumply Mode On
- ENLARGED FEET = Enlarges Player's Feet and Hands
- MEGA HEAD = Mega Head Mode
- BIG HEAD = Big Head Mode
- REFILL AMMO = Refill Ammo
- TURNS AI OFF = Turns AI Off
- DEBUG KEYS = Debug Keys Enabled
- SELECT DEFEND = ?
- FAST TRIPPER = FASTER = ?
- TURN OFF 3D = Changes Players from 3D to 2D
- 1000 = Heavy Breathing
- WIN RE = Victory Conditions On/Off

Settlers 2

Settlers 2 cheat is "THUNDER" this will enable you to be able to build anything. While having the code on you will see a exclamation mark the press F7 and it will enable you to view the map.

"Thunder" is the correct cheat for the first version of Settlers 2 but for anyone who has added the patch to make it version 1.51 the cheat is "Winter".

Also with the WINTER cheat in the latest version you can click out of your territory and construct a NEW headquarters.

X-Men: The Ravages of Apocalypse

Cheat Codes

There are two new cheat codes to access GOD mode and AMMO.

Type "LOGAN" to access GOD mode.

Type "AMMO" to gain FULL AMMO.

Type these codes on the console (= key).

Mechwarrior: The Titanium Trilogy

These cheats worked with the 3dfx upgrade to Mercenaries, now they work with ALL THREE games: Mechwarrior Two, Ghost Bear's Legacy and Mercenaries. These cheats are for ALL Three games in the Titanium Trilogy.

Hold down Ctrl+Shift+Alt and type in:

- su - invulnerability on/off
- is - unlimited ammo on/off
- ea - heat tracking on/off
- ll - "nuke" current target
- ro - destroy current target
- in - gives you jump jets
- cr - unlimited jump jets

GridRunner

Grid Runner
Lover Codes
Nimbus 2278231788
Circe 4073571038

Aqua V 373814241
Glacia 2579585725
Ash 304946345
Hexor 3234189981
Aqua II 3972503181
Vion 3470355070

ShadowCaster

At the main menu, press F2 + F3. You should see the message "Cheats On". Now hold + and press BackSpace for a Cheat Code prompt.

- ENTER = Enable playtester keys
- ENTER = Turbo mode
- ENTER = Can save after every level
- ENTER = Single player on multi-level
- ENTER = Press Insert to save a Screenshot in C:\TEMP\PIX

THE WHOLE OF CREATION = All cheats off

Playtester keys
Shift-F9 - Skip level
F11 - cheat
F12 - Health cheat

SIERRAFX

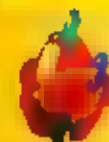
BACK IN
THE HOOD

POLICE QUEST

SWAT 2

Minimum System Requirements:
Windows 95, Pentium 133,
16MB RAM, SVGA card,
4x CD-ROM Drive,
Windows compatible soundcard.

SWAT 2 is a Police Tactical simulation that utilises actual SWAT tactics and strategies, based on actual LAPD SWAT call-ups. Adversaries react to the players' strategies to produce a unique experience and extraordinary replayability. Choose from which side of the law you want to play - each with their own strengths and weaknesses. 30 missions of real time action for the ultimate game play. Join up to three other players with the multiplayer options.



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PC CHEATS

Need for Speed 3

Type the cheats below at any menu to activate the cheat.

madland - Unknown
rushhour - Race with lots of traffic on the road.
empire - Race on the Empire City track.
elrinor - Race with the El Nino car.
merc - Race with the Mercedes CLK GTR.
gofast - Make your car go super fast in Single Race mode.
allcars - Enable all cars including Pursuit Vehicles. **jag** - Race with Jaguar XJR-15.

Type the cheats below then click RACE to drive the different non-player cars.

go01 - Miata
 go02 - Toyota Landcruiser
 go03 - Cargo Truck
 go04 - BMW 5 Series
 go05 - 71 Plymouth Cuda
 go06 - Ford Pickup with Camper Shell
 go07 - Jeep Cherokee
 go08 - Ford Full size Van
 go09 - 64/65 Mustang
 go10 - 88 Chevy Pickup
 go11 - Range Rover
 go12 - School bus
 go13 - Taxi - Caprice Classic
 go14 - Chevy Cargo Van
 go15 - Volvo Station Wagon
 go16 - Sedan
 go17 - Crown Victoria Cop Car
 go18 - Mitsubishi Eclipse Cop Car
 go19 - Grand Am Cop Car
 go20 - Range Rover Cop Car/Ranger Vehicle
 go21 - Cargo Truck (same as 03)

Commando's

Here are the Level codes with the highest military honours.

Level 2: YJXB
 Level 3: 4FQBF
 Level 4: 5DNCQ
 Level 5: 6S5TL
 Level 6: AT1WN (maybe AT1WN)
 Level 7: 08VJ8 (maybe 08VJ8)
 Level 8: WQ9XB
 Level 9: Q2AXT
 Level 10: TUGPD
 Level 11: 9WODW
 Level 12: UVHDC
 Level 13: FBK48
 Level 14: WA8DW
 Level 15: KEWD3
 Level 16: R7IP3
 Level 17: FXIMV
 Level 18: ZZMJV
 Level 19: 8HCWN
 Level 20: C7KWW

Cyberstorm 2

Edit STORM.INI and add these codes. Press Ctrl-O to activate a cheat.

Herc Base:

I'LL BUY THAT FOR A CREDIT - Get 1 credit
WILL WORK FOR CREDITS - Get 1,000 credits
NO MONEY - Get 10,000 credits
TOO MUCH WHEAT - Get 100,000 credits
YOU MAY HAVE ALREADY WON - Get 1,000,000 credits
CUC - Get Mega credits
AS GOOD AS IT GETS - Max-O-Repair
YOU DA MAN - Max-O-Commander (Tech+Credits+Facilities)
MUST HAVE! - Max-O-Chassis
HOME IS WHERE THE HEART IS - Max-O-Facilities
HE WHO DIES WITH THE MOST TOYS - Gain all technologies
IT WAS NICE WHILE IT LASTED - Go back to normal technologies

During a mission:

TARSUS - Heal selected pilots
IT'S JUST A FLESH WOUND - Repair selected vehicles
FEEL MY WRATH - Restock selected vehicles
GO GO POWER RANGER - Reset selected units
FLY AWAY - Get Mega turn-based move points
VENGEANCE IS MINE - Get Mega turn-based action points
DID I BREAK YOUR CONCENTRATION - Touch 'o Death (one)
THAT MUST HURT - Touch 'o Death (many)
THERE CAN BE ONLY ONE - I am invincible!
DEATH TO ALL WHO OPPOSE US - Crush all enemies
FREAKY FRIDAY - Become another player
LET THERE BE LIGHT - Fog of War level
LET THERE BE LIGHT V2 - Fog of War, Godlike

Swat 2

To get All The Missions in Swat 2, all that needs to be done is paste:

[Missions Played]

SM1=1
 SM2=1
 SM3=1
 SM4=1
 SM5=1
 SM6=1
 SM7=1
 SM8=1
 SM9=1
 SM10=1
 SM11=1
 SM12=1
 SM13=1
 SM14=1
 SM15=1
 TM16=1
 TM17=1
 TM18=1
 TM19=1
 TM20=1
 TM21=1
 TM22=1
 TM23=1
 TM24=1
 TM25=1
 TM26=1
 TM27=1
 TM28=1
 TM29=1
 TM30=1

That into the swat2.ini file in the swat2 root directory to get all the missions. Now all can be accessed through quick play.

Twisted Metal 2

Type at the car select screen:

GLORIOUS - Cheats Enabled
ICECREAM - Play as Sweet Tooth
BIGBOY - Play as Minion
 Type while playing:
GLORIOUS - Cheats Enabled
DIVINE - God Mode
ALLUCANEAT - Eternal Life
DOUBLEDOWN - Supercharged Weapons
HOLYSMOKE - Infinite Weapons
SLAMFEST - Super Slam
GIMMEMORE - Weapons Added
2HOT - Homing Napalm
CUSUCKA - Mega Guns
FRAMERATE - Display framerate

While playing, press these keys in rapid succession:
D.U.R.L.U.U.D.D - Soul sold (trade weapons for health)

L.R.U - Freeze Burst
R.L.D - Mine
R.L.U - Napalm
U.U.R - Shield
U.U.L - High Jump
L.R.D - Rear Attack
R.D.L.U - Cloaking
U.D.U.U.Space - Minion Attack

Type at the Level Select screen in multi-player mode:

DASBAK - Net Cheats Enabled
SLEUTH - Sneak Peaks
JMSWAMP - Suicide Swamp Level
TMBURBS - Cyurbia Level
TMROOF - Rooftops Level

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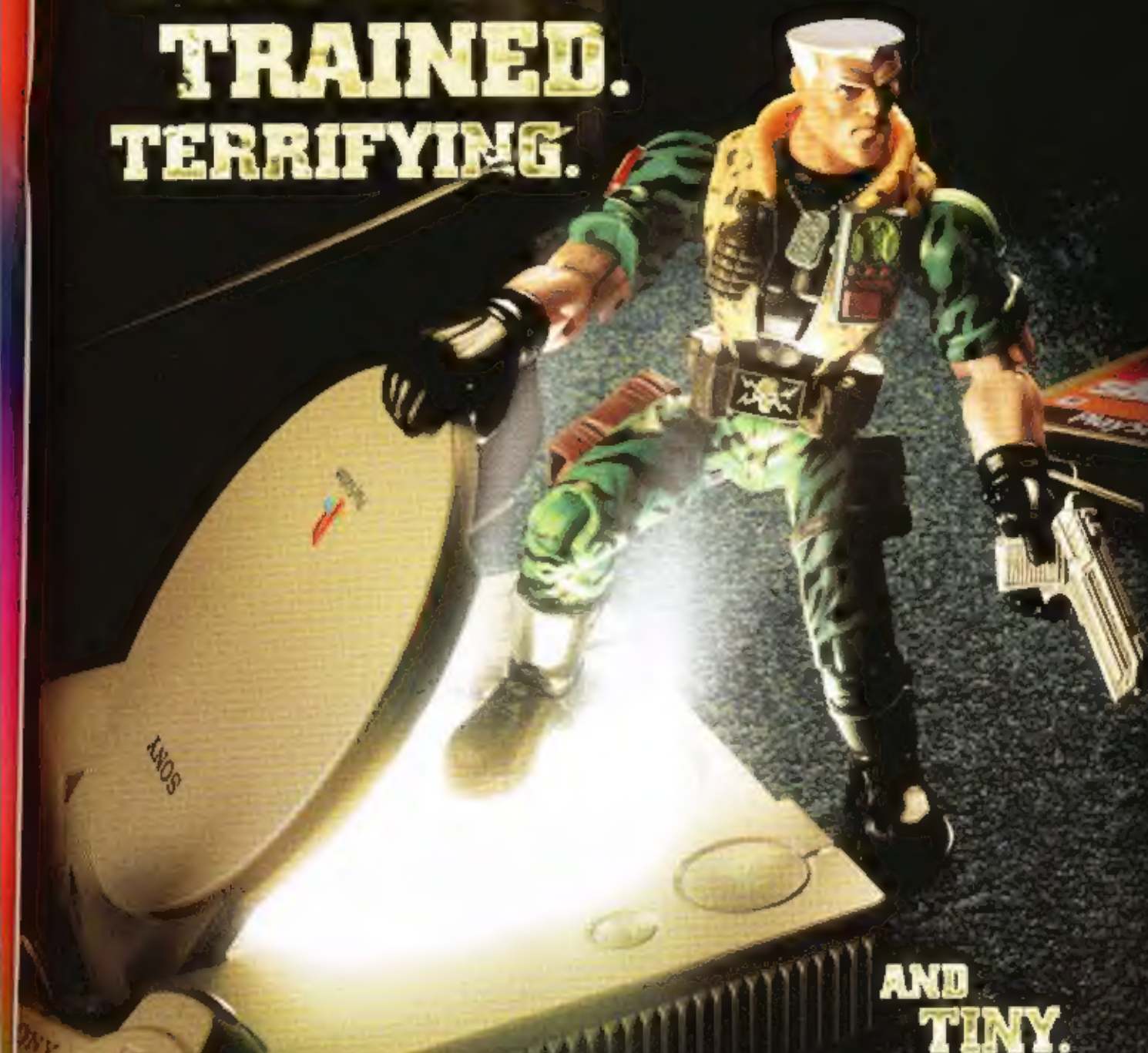
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THE END!



Grim Fandango

The month of October will be a month to remember here at NAG. Our first Cover CD had everyone running around learning the ins and outs of putting together an interface and trying to decide which demos has to go onto the CD. In the end it turned out all right and now we can put together CDs from scratch. Live and learn, as they would say.

Right now everyone is waiting for the onslaught of games released before and during Christmas. So as I look into my now famous crystal ball, which incidentally has some cracks in it due to a couple of incorrect predictions, I see some highly anticipated games to arrive in the coming month. We have *Fallout II*, *Grim Fandango*, *Sin*, *Small Soldiers* and *Test Drive 5* coming. *Fallout 2* is the sequel to the successful RPG *Fallout*. New skills, weapons and vehicles to drive around with are but a few of the features found in *Fallout 2*. Apparently the AI has also will be more highly developed you can even punt your wife for cash. Unfortunately you won't be able to import your character from *Fallout*.

It has been quite some time since we saw an adventure game from Lucas Arts, which they are usually reckoned for. *Grim Fandango* is their latest entry in the adventure genre and has to best some of their previous titles such as *The Dig* which is still considered by many to be one of the best Adventure games ever released. *Grim Fandango* takes you into the mysterious world of the dead where you play as Manny who gets involved in an epic tale of crime and corruption in the underworld.



Fallout 2

Unlike previous Lucas Arts titles this one features a 3D engine and it would be interesting to see how they put their creative juices to work in a 3D world.

From Activision we have *Sin*, probably one of the most anticipated first person shooter titles in 1998. *Sin* will feature action-based outcome, realistic graphics and advanced AI for the monsters. We have heard it all before, but usually developers never deliver their promises. After play the demo for 2 a couple of days it seems that



TEST-DRIVE 5



SIN

Activision might pull off all their promises and deliver a game that will capture a decent share of the FPS market. *Test Drive* has stood the test of time and will hit its 5th version. I can remember way back when I use to



Small Soldiers

play *Test Drive 2* to death on my little 8088. With almost everyone owning an accelerator card today *Test Drive 5* will capture the hearts of old gamers as they play *TD5* and reminisce over how far gaming has come.

Based on the motion picture by the same name, *Small Soldiers* takes gamers into the world of miniatures with attitude and a craving for killing. Blast through diverse 3-D landscapes with missiles, bombs and explosives. Launch grenades and engage in fierce hand to hand combat. Play as Archer, noble leader of the Gorgonites; and battle to save the world from the militaristic Commando Elite.

As always nothing is written in stone and these games may slip from their projected release dates. Thank you for your tremendous feedback and keep it coming. Send us email on problems, opinions and what ever else you can think off. We read each and every one of them.

Till next month, keep fraggin, kickin butt, strategizing, sportstizing and playing games. Cheers!

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